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The Legend Continues...

NINJA 外伝 II
GAIDEN
TM
THE DARK SWORD OF CHAOS

CONTENTS

Poster/Ninja Methods And History ······ I–IV

The Legend Of The Dragon Ninja ······ 4

Prologue ······ 6

The Players ······ 8

Enemies ······ 10

Items ······ 12

Techniques Of The Ninja ······ 14

ACT-I—City Ambush ······ 15

ACT-II—The Journey To Lahja ······ 21

ACT-III—The Deadly Tower ······ 29

ACT-IV—The Maze Of Darkness ······ 39

ACT-V—The Wrath Of Ashtar ······ 49

ACT-VI—The Castle Of Chaos ······ 63

ACT-VII—The Almighty Evil ······ 69

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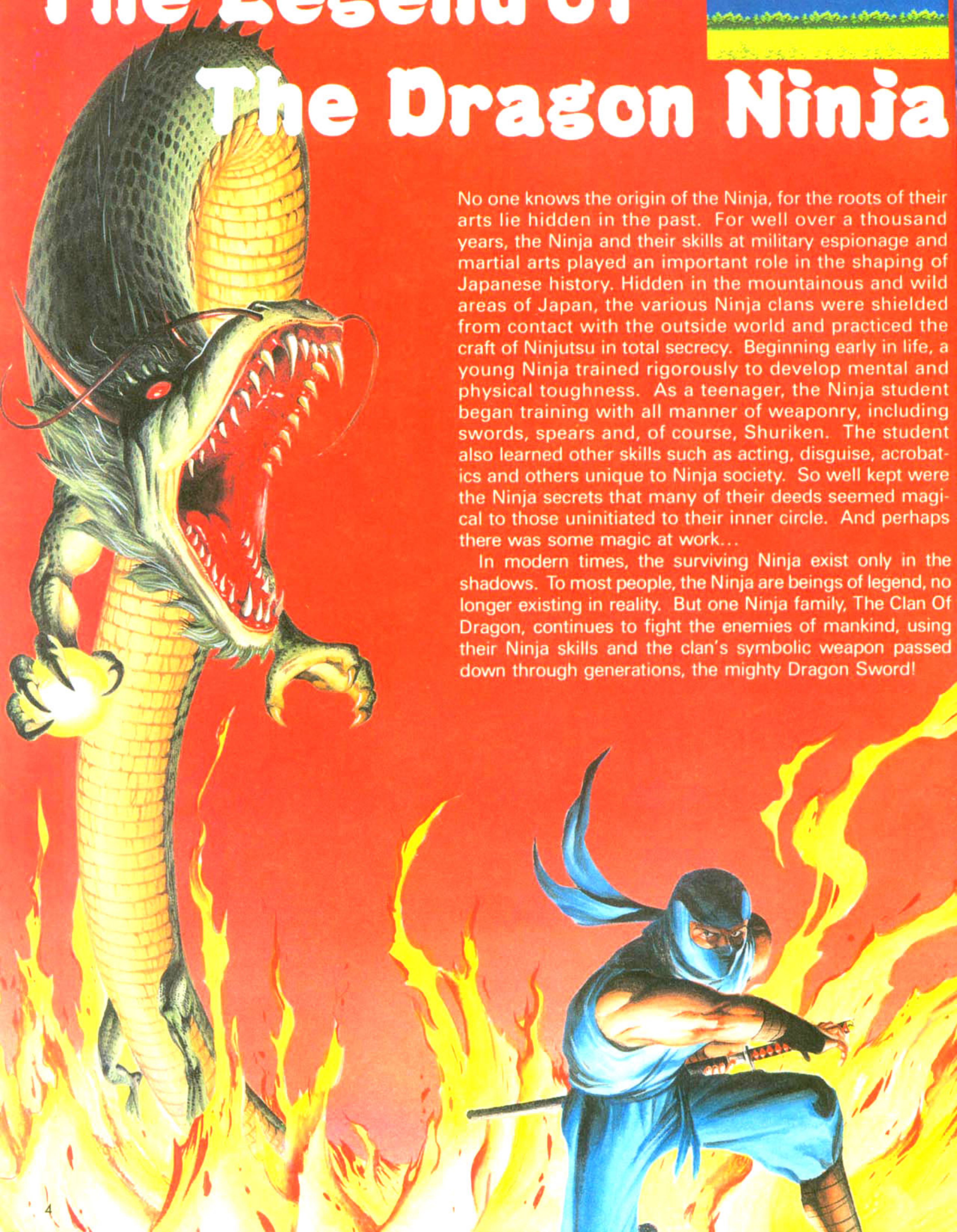
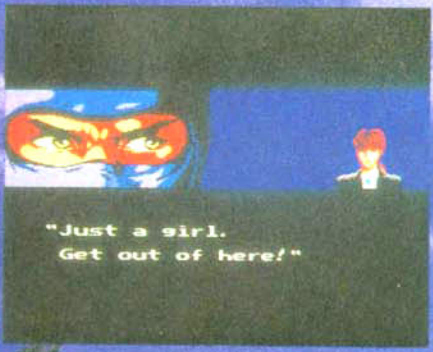
The Legend of The Dragon Ninja

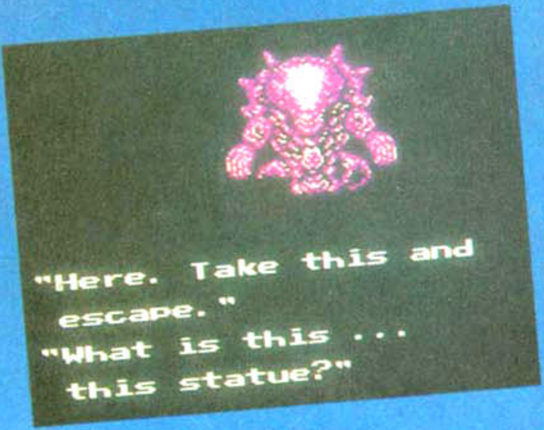
No one knows the origin of the Ninja, for the roots of their arts lie hidden in the past. For well over a thousand years, the Ninja and their skills at military espionage and martial arts played an important role in the shaping of Japanese history. Hidden in the mountainous and wild areas of Japan, the various Ninja clans were shielded from contact with the outside world and practiced the craft of Ninjutsu in total secrecy. Beginning early in life, a young Ninja trained rigorously to develop mental and physical toughness. As a teenager, the Ninja student began training with all manner of weaponry, including swords, spears and, of course, Shuriken. The student also learned other skills such as acting, disguise, acrobatics and others unique to Ninja society. So well kept were the Ninja secrets that many of their deeds seemed magical to those uninitiated to their inner circle. And perhaps there was some magic at work...

In modern times, the surviving Ninja exist only in the shadows. To most people, the Ninja are beings of legend, no longer existing in reality. But one Ninja family, The Clan Of Dragon, continues to fight the enemies of mankind, using their Ninja skills and the clan's symbolic weapon passed down through generations, the mighty Dragon Sword!



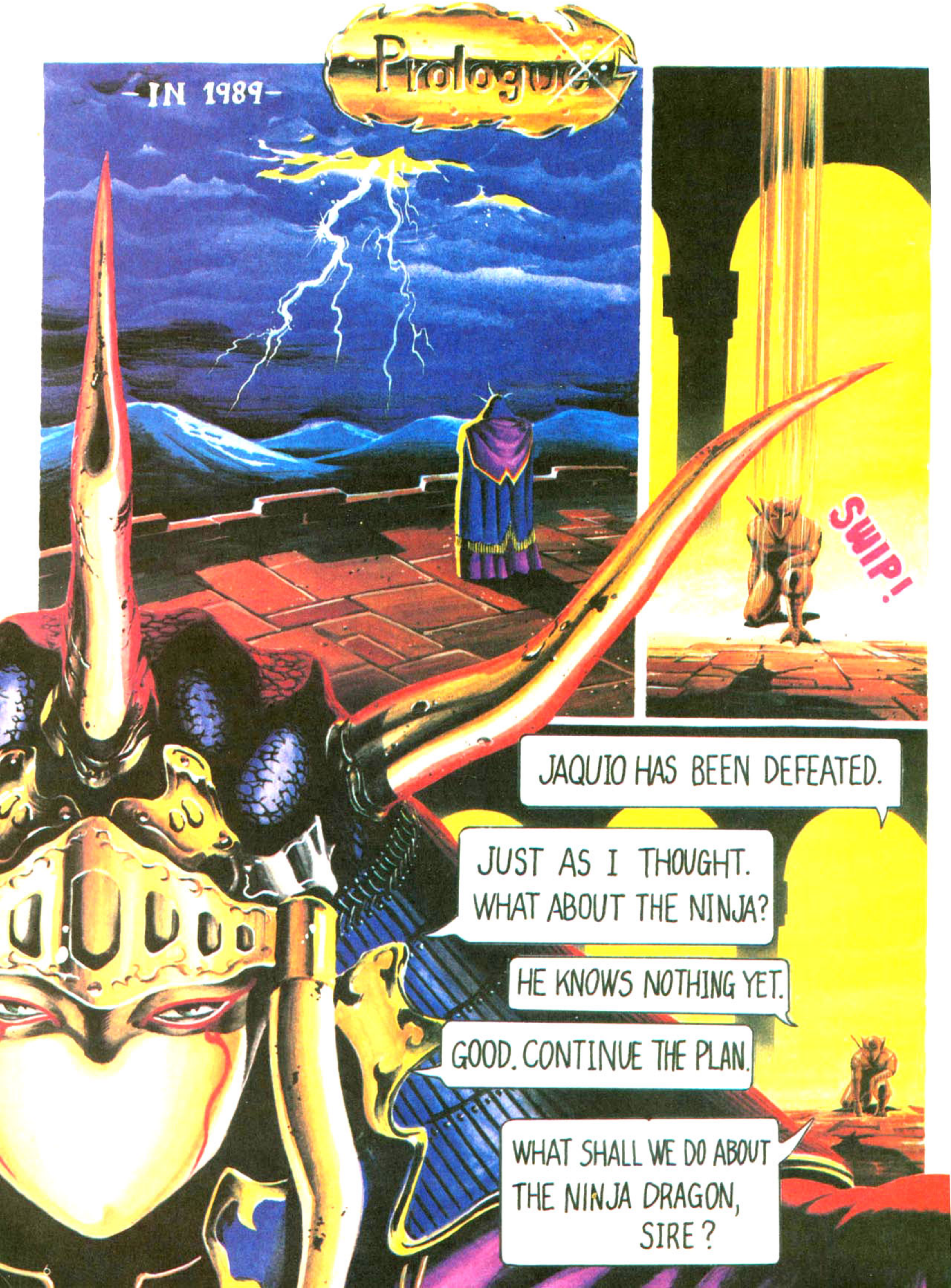


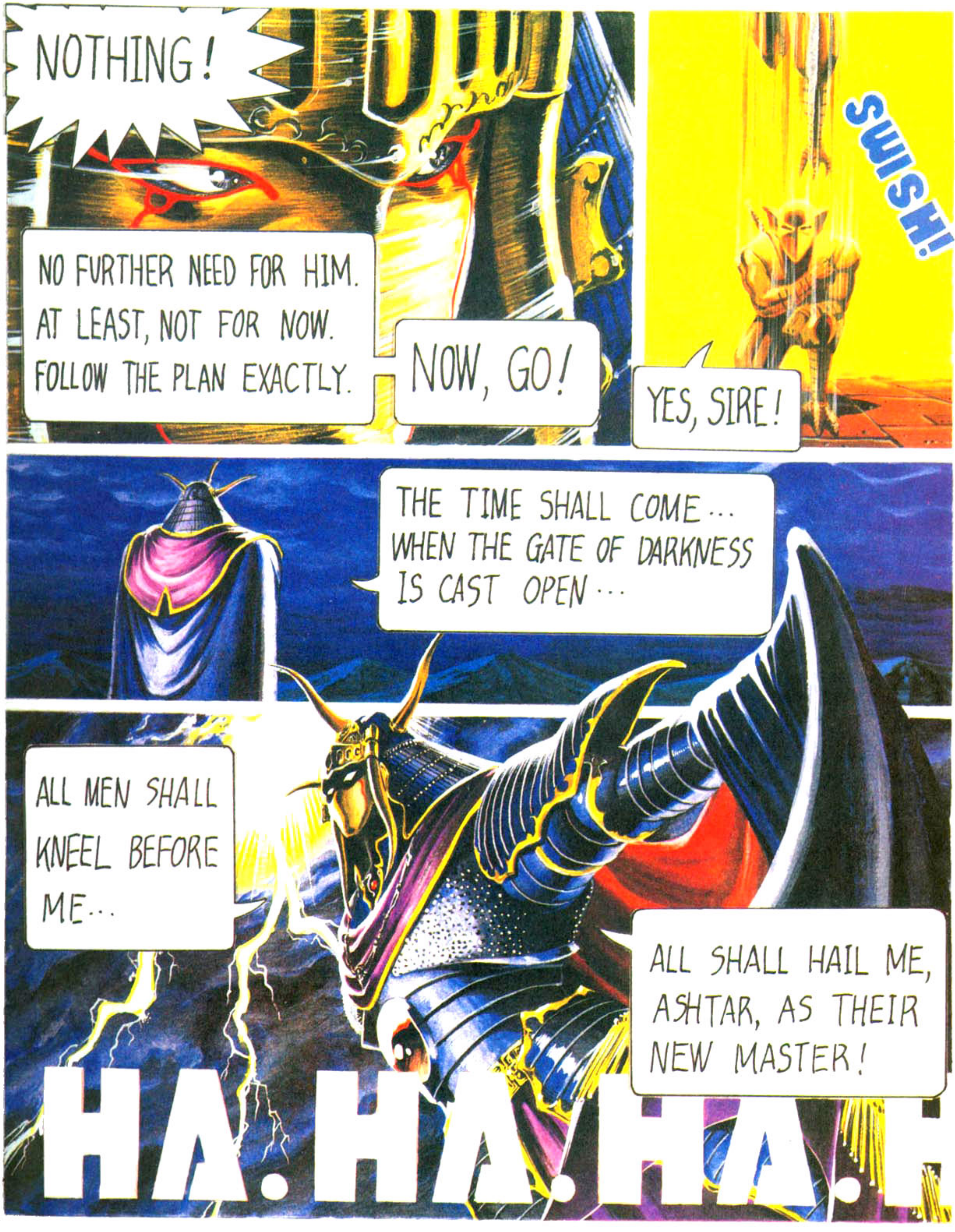
"Just a girl.
Get out of here!"



"Here. Take this and
escape."
"What is this ...
this statue?"

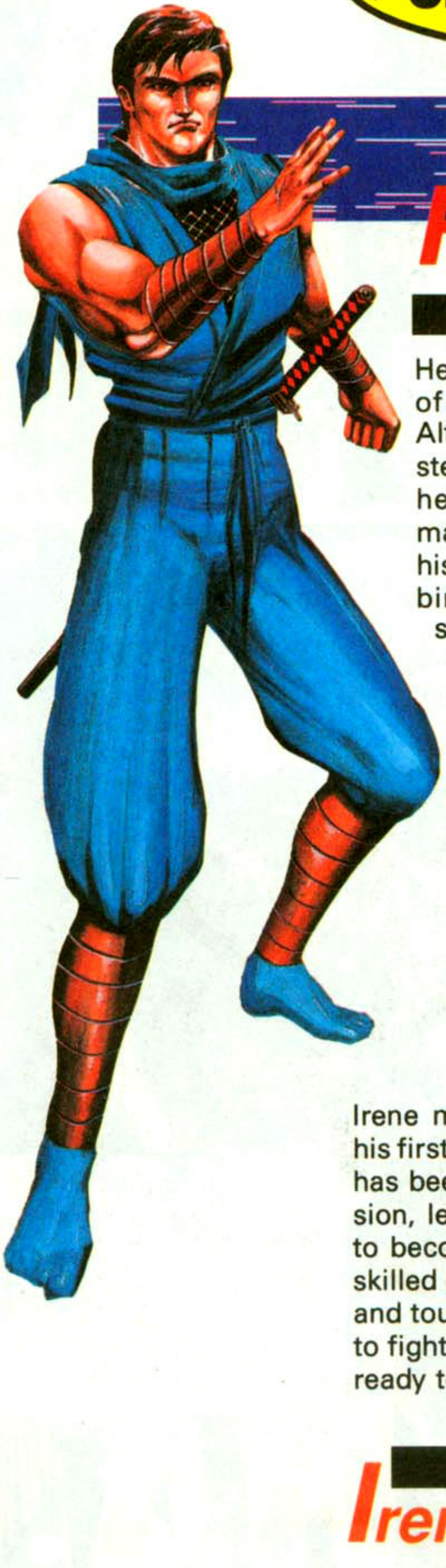
Ryu Hayabusa's last quest started as a mission of vengeance to bring the killer of his father to justice. But before he knew it, he was drawn into a web of world-spanning adventure, battling a horrible plot to destroy mankind. Before he finally foiled the plan and defeated Jaquio the Almighty Evil, Ryu fought many strange and powerful creatures from the Realm of Darkness. His adventure ended when Jaquio's temple crumbled into rubble, his scheme in ruins. A year later, however, there are tremors of activity in the depths of the Realm of Darkness. Evil has reared its ugly head, and a shadowy figure known as Ashtar is about to stir up trouble for Ryu.


Prologue
-IN 1989-
SWIP!
JAQUIO HAS BEEN DEFEATED.
JUST AS I THOUGHT. WHAT ABOUT THE NINJA?
HE KNOWS NOTHING YET.
GOOD. CONTINUE THE PLAN.
WHAT SHALL WE DO ABOUT THE NINJA DRAGON, SIRE?


NOTHING!
NO FURTHER NEED FOR HIM. AT LEAST, NOT FOR NOW. FOLLOW THE PLAN EXACTLY.
NOW, GO!
SWISH!
YES, SIRE!
THE TIME SHALL COME… WHEN THE GATE OF DARKNESS IS CAST OPEN…
ALL MEN SHALL KNEEL BEFORE ME…
ALL SHALL HAIL ME, ASHTAR, AS THEIR NEW MASTER!
HA.HA.HA.

ONE YEAR AFTER THE FATEFUL BATTLE WITH JAQUIO…
A NEW ADVENTURE BEGINS FOR RYU HAYABUSA,
THE NINJA OF THE DRAGON SWORD…

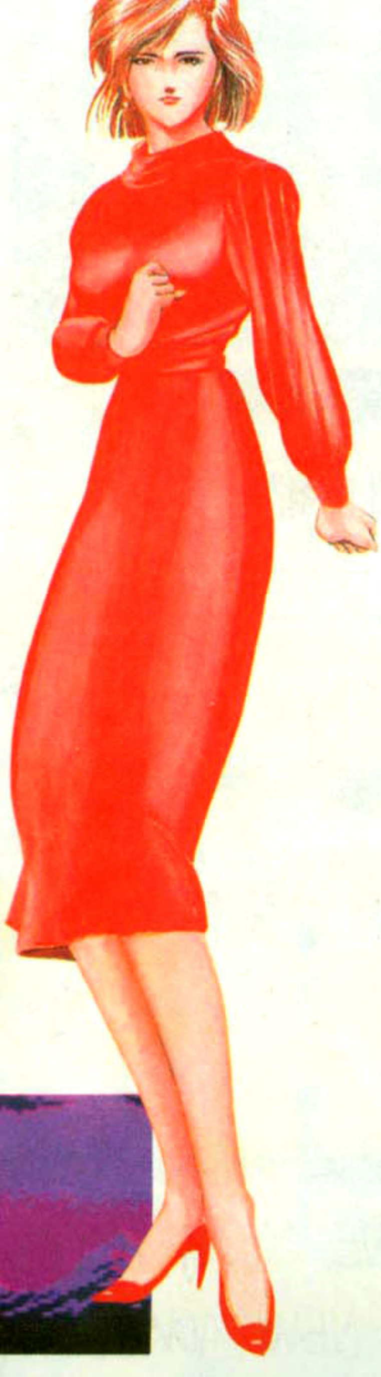
CHARACTERS



Ryu Hayabusa

The Ninja Dragon

He is the ultimate Ninja, a force of one against an army of evil. Although the Ninja usually use stealth to accomplish his goals, he is also the master of many weapons, and can hold his own in any battle. Combine Ryu's skill with the sword and his mastery of the various mystical Ninja arts, and he is almost invincible. The Ninja Dragon is drawn into the fight by the kidnapping of Irene Lew.

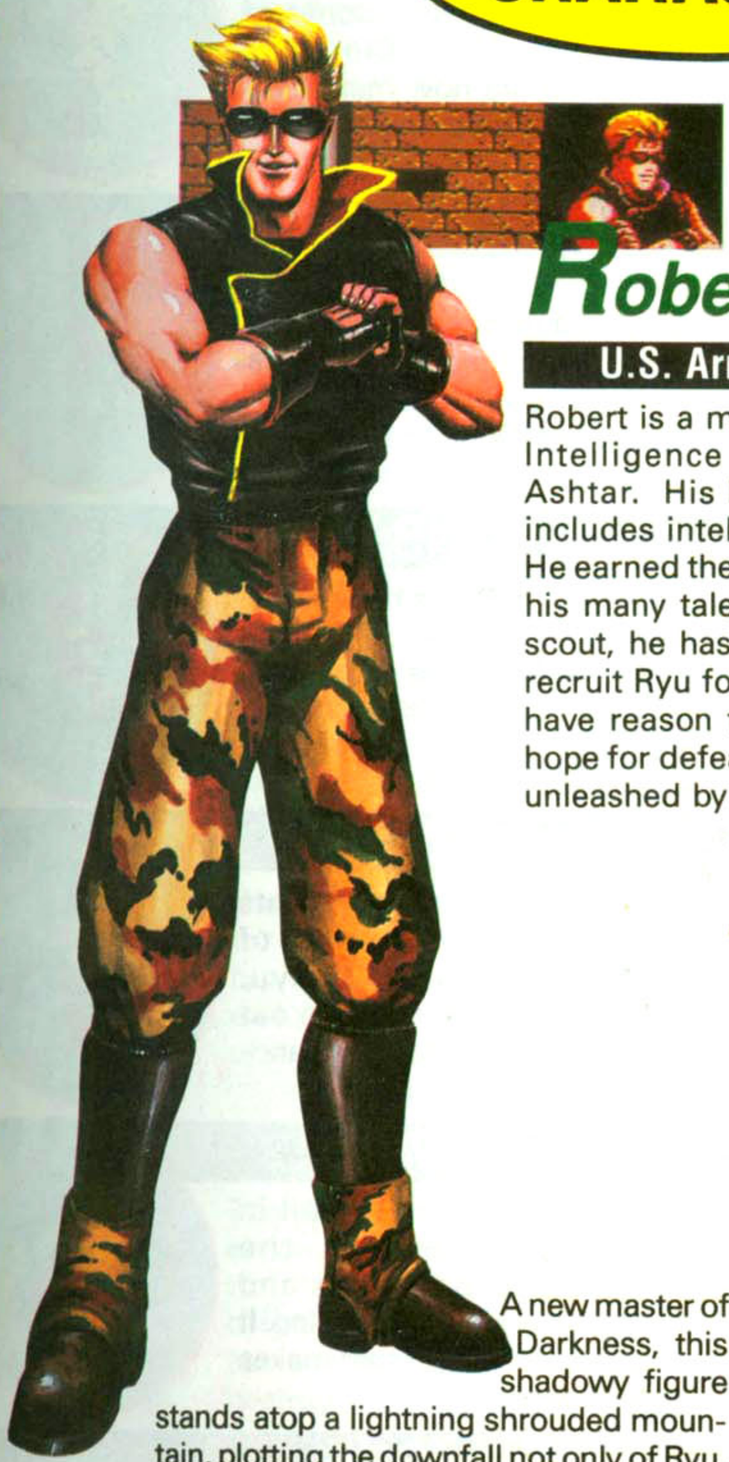


Irene made Ryu's acquaintance in his first adventure. Since then, Irene has been sent on a top secret mission, leaving little time for the two to become better friends. A highly skilled secret agent, Irene is brave and tough, ready to risk any danger to fight the forces of evil. But is she ready to risk her life?

CIA Agent

Irene Lew

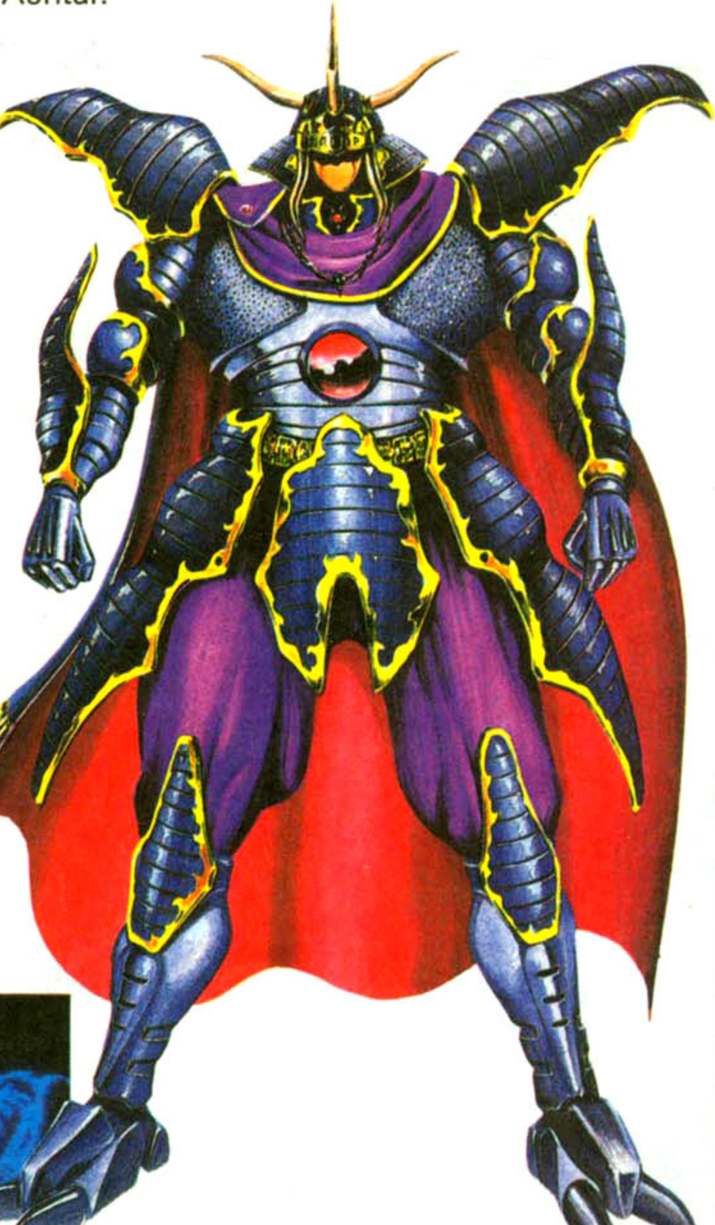
CHARACTERS



Robert T. Sturgeon

U.S. Army Special Intelligence

Robert is a member of a U.S. Army Special Intelligence unit that is working against Ashtar. His background in special forces includes intelligence and combat missions. He earned the nickname "Jungle Rat Rob" for his many talents in combat. As an advance scout, he has been sent out by the Army to recruit Ryu for the fight against Ashtar. They have reason to believe that Ryu is the only hope for defeating the armies of Chaos being unleashed by Ashtar.



A new master of Darkness, this shadowy figure stands atop a lightning shrouded mountain, plotting the downfall not only of Ryu, but of the entire world. He possesses a self-confidence which is not unfounded, considering that he is the holder of the Dark Sword Of Chaos, the evil twin of Ryu's shining Dragon Sword. These mighty weapons must clash—and to the winner the world!

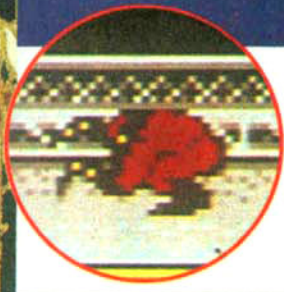
The Emperor of Darkness

Ashtar

ENEMIES

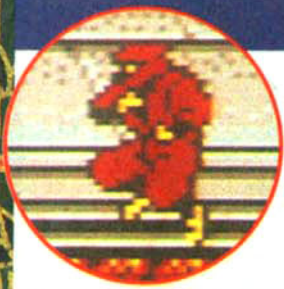
The beings that make up the armies of Chaos are from a realm beyond mortal comprehension. They are savage creatures that respect only one thing—Ashtar's power. They are not constrained by normal laws of physics, and can appear magically out of thin air.

SPIDER WIGHTS



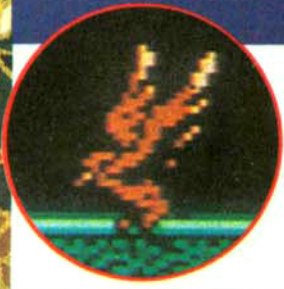
These clawed creatures move slowly, but have a tendency to drop from above at inconvenient moments. Ryu must kneel and stab to attack them.

DARK NINJA



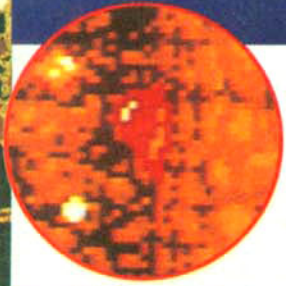
Some of the many Ninja clans have gone to the side of evil. Dark Ninja jump unexpectedly from below and attack with the Shuriken. Their ambush is difficult to avoid.

HARPIES



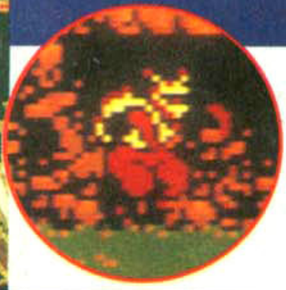
Attacking in a wide, sweeping motion with iron tipped talons scratching, these deadly birds of prey harass those who trespass in Ashtar's realm.

SLIMES



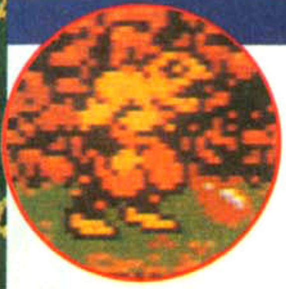
Slimes often ooze on walls, just out of the reach, and attack with blobs of poisonous protoplasm.

ROLPHERS



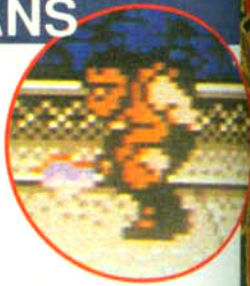
These contortionist creatures can contract into a rolling sphere and bounce around with deadly affect.

KUO-TAOS



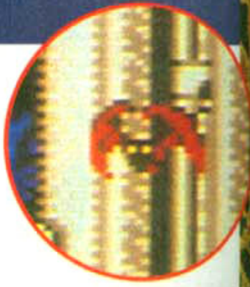
The many humanoids of the World of Chaos have joined in the assault on Earth. The bug-eyed Kuo-Tao creep slowly and are easily avoided.

CLONE BARBARIANS



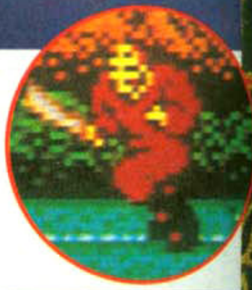
Through the use of sorcery, Ashtar has created clones of the Malice Four. Clones of Barbarian are now mere foot-soldiers in Ashtar's army.

KILLER BATS



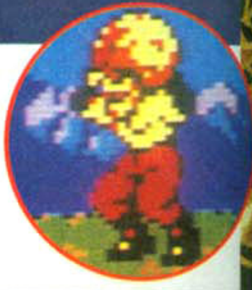
Bats from the depths of the Earth have been trained by Ashtar to kill, attacking with a swift up and down motion. They are difficult to avoid.

JACKSONS



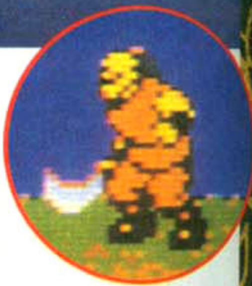
Other evil humans have been cloned by Ashtar. You can guess who the role model for this duplicate was, and who wears a goalie's mask and attacks with a knife...

ROCKMEN



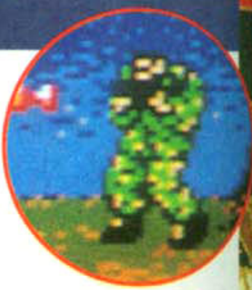
These musclebound giants have a limitless supply of boulders to throw at Ryu. You'll have to take them out fast before they have a chance to get the boulder rolling.

MONGOLIANS



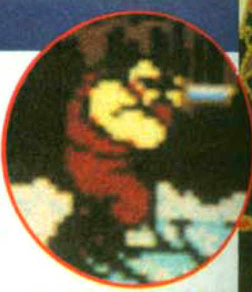
Another foot soldier unit in Ashtar's armies, the Mongolians pace back and forth and are easily avoided. It is their positioning that makes them dangerous.

SNIPER JOES



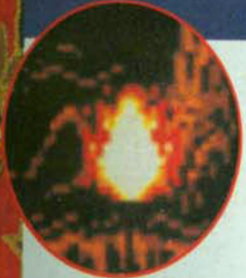
Sniper Joe's weapon packs a punch and he is almost always stationed in areas where the force of his bullet will knock you into a pit.

HUSTLIN' JIMS



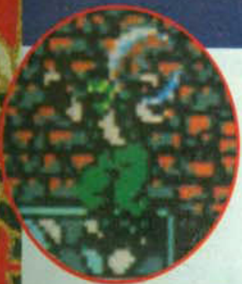
Where he's from and where he goes, nobody knows, but you'd better not get in his way! He'll charge through and try to hit you with his knife on the way.

WILL-O-WISPS



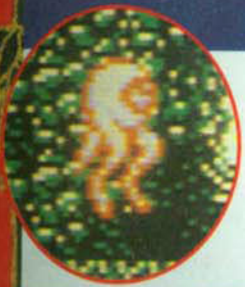
The Will-O-Wisp of legend lured men to their doom in swamps and primeval forests. Ashtar's Will-O-Wisps follow relentlessly with a slow burning touch of death.

BOMBER HEAD CLONES



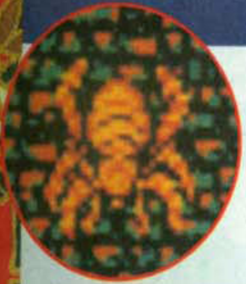
The clones of Bomber Head stand guard in many passages and strike with razor-sharp rings of steel. They can be faked out by jumping around to spoil their aim.

GOBLIN'S EYES



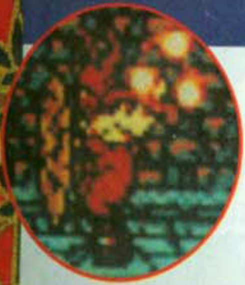
These octopoid creatures go into a frenzy when their victim is near. However, they pause for a moment before attacking— so you have a chance if you act fast.

TARANTULAS



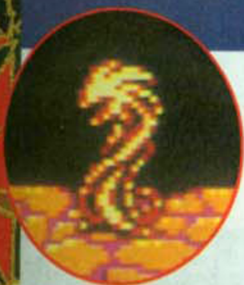
The giant spiders found throughout Ashtar's realm typically hang out of reach, and spit tiny but deadly blobs of venom at you.

CLONE MALTHS



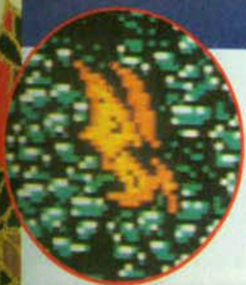
The clone of the former powerhouse of the Malice Four is not nearly as tough as the original, and requires only two or three sword thrusts to destroy.

FIRE SNAKES



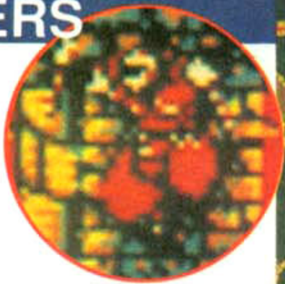
These infernal vipers inhabit regions of intense heat. They occasionally visit cooler climates to search for prey, which they subdue with their dragon-like breath.

OBLI



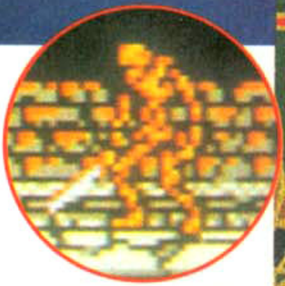
That much-maligned creature, the bat, has been warped for evil purposes by Ashtar. Obli attack much like Harpies, but are quicker and more tenacious.

CLONE BASAQUERS



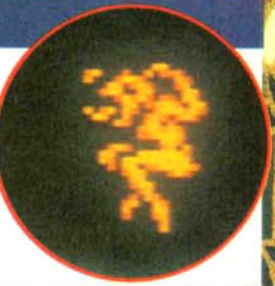
The clones of Basaquer are as annoying as the original, attacking with Ninja knives as they jump above you. You'll have to be quick to get them with a sword thrust.

NIXIES



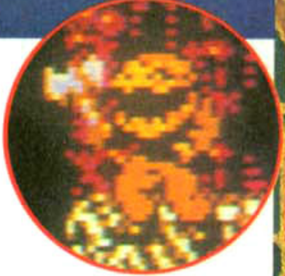
Undead spirits given physical form by Ashtar's magic, they saunter slowly and aimlessly, sad shadows of the men they once were. Their touch is dangerous.

KILLER GOLEMS



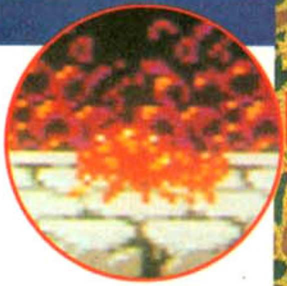
Killer Golems were created by Ashtar through the forgotten science of Alchemy. They attack ferociously when approached by an enemy.

PUMPKIN HEADS



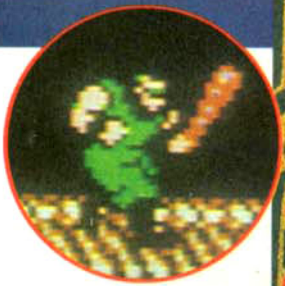
Pumpkin Head walks softly and carries a big axe. He can spit fireballs, but you'll have plenty of time to get to him before he has a chance.

DARK CARRIERS



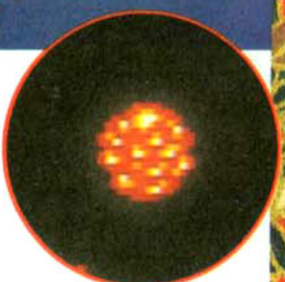
These crustaceous killers inhabit the dark reaches of the Maze Of Darkness. Slow moving like the Spider Wights, they travel in packs.

RUNNING STANS



Like his evil ally Hustlin' Jim, Running Stan is in a hurry to commit a crime. He'll clobber you with his club as he goes by, unless you get him first.

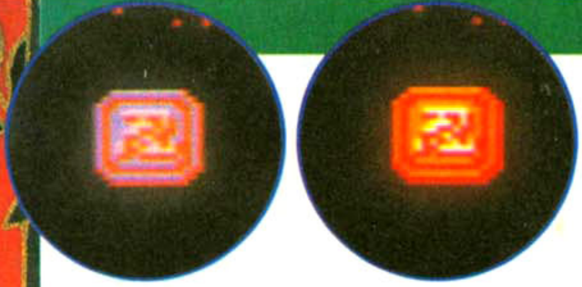
PSYCHIC BRAINS



Bodiless brains possessing great mental power, but little intelligence, Psychic Brains bound up from the flaming depths and launch a shower of fiery spores at intruders.

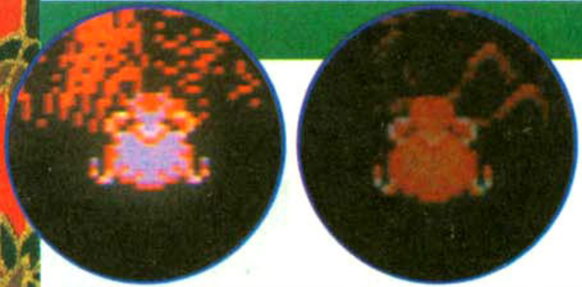
THE ITEMS

Suspended in air throughout Ryu's mission are the Dragon Spirit Crystal Balls. These red orbs are visible only to those with Ninja training. They contain useful items and Ninja arts Ryu can reveal only by slicing them open with his sword, or with a Ninja art. Once cut open, a symbol representing the item will appear. Ryu can collect it and reap its benefits.



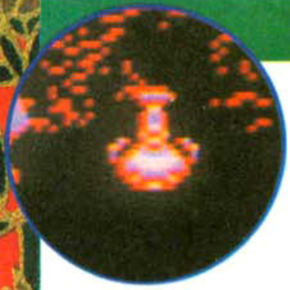
NINJA POWER-UP

Ninja Power is necessary to use the many mystic Ninjutsu fighting techniques. A Blue Ninja Power-Up symbol will give you 10 Ninja Power points, a Red Ninja Power-Up will fill your Ninja Power to the maximum.



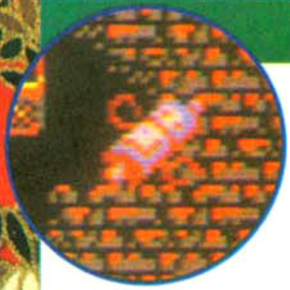
BONUS BOTTLES B B

Grab the Bonus Bottles when they are revealed; Blue ones give you 1,000 bonus points; Red Bonus Bottles are worth 2,000. Points are important in Ryu's mission because he is given another life for every 100,000 he scores.



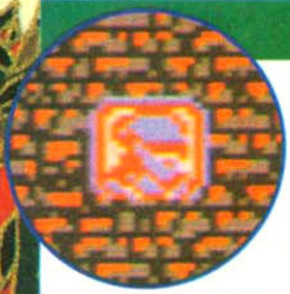
MEDICINE FOR RECOVERY

Even the greatest martial artists can be wounded in the course of battle. Medicine For Recovery is invaluable in continuing the fight against Chaos without losing a life.



THE SCROLL OF THE SPIRIT OF THE DRAGON

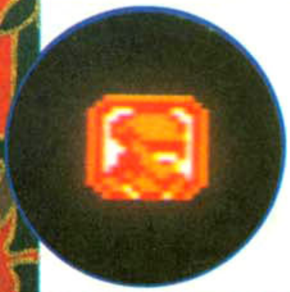
Filled with mystical wisdom, this item will raise the maximum level of Ryu's Ninja Power. With his Ninja Power maximum raised, Ryu will be able to store up more Ninja Power and use his Ninja arts more often.



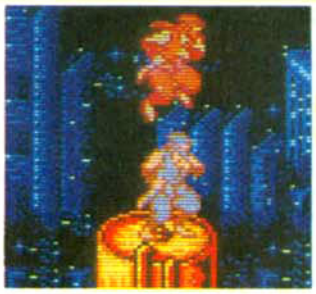
1-UP

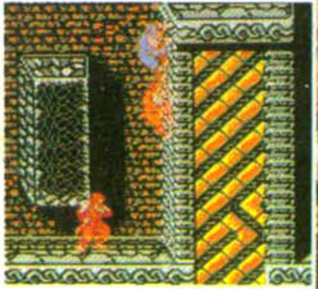
A Blue Ninja Symbol will grant Ryu another life in the war against Ashtar. Although they are often difficult to collect, their obvious value outweighs the risk.

SPLITTING YOUR BODY (PHANTOM DOUBLES)



A Red Ninja symbol will create an invincible double of Ryu which will follow him and copy his every move. Although they have a ghostly appearance, their swords are deadly to enemies, and when Ryu uses a Ninja art, so do they, with identical deadly effect.





NINJA 外伝 GAIDEN II™
THE DARK SWORD OF CHAOS
NINTENDO POWER™
RHONE

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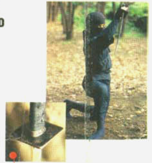
NINJA METHODS AND HISTORY

Although many Ninja techniques have been lost over time, and indeed many were never understood by outsiders, a few are known to historians and martial arts researchers. An example of the versatility and resourcefulness of the Ninja can be illustrated by studying their multi-purpose equipment and a few of their tricks.

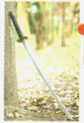
忍び刃 NINJA SWORD

SHINOBI-KATANA

Ninja always carried their sword strapped to their backs when not in use, so it would not interfere with their movements.



With the sharp end of the sword casing thrust into the ground, the sword could be used as a step to help the Ninja reach the top of a wall. In addition, the large hilt or hand guard of the Ninja sword could be used as a tool (to remove nails, for example).

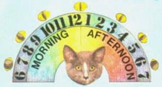


The straighter Ninja sword was different from a curved Samurai sword in shape and use. The scabbard (sword casing) was a multi-purpose tool: It could serve as a blow-gun, a hiding place for small objects and a snorkel-like breathing tube.

NINJA KNOWLEDGE

Through their detailed study of nature, the Ninja learned many techniques that assisted them during their missions. Careful observation of his surroundings gave the Ninja helpful information. Since these techniques are based on the unchanging principles of nature, they can still be used today.

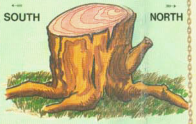
CAT'S EYE CLOCK

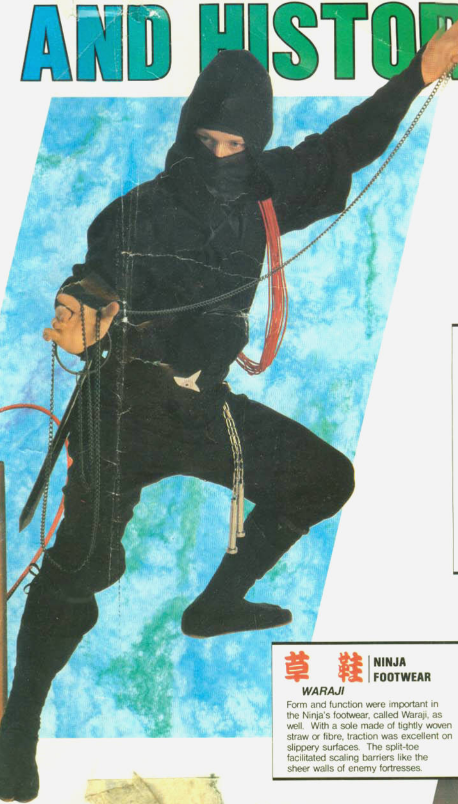


The sensitive eye of the common cat dilates differently depending on the time of day. By looking at a cat's pupil, the Ninja could tell approximately what time it was. The only thing preventing the Ninja from inventing the first wrist watch was the cat's refusal to stay on his arm.

TREE COMPASS

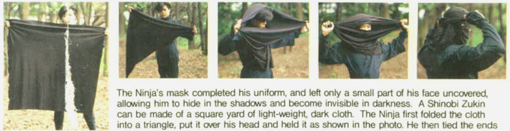
A tree's growth rings, affected by the Sun's position in the sky, are further apart on the south side of the tree than on the north side. A Ninja armed with this knowledge could use a fallen tree in the forest as a compass.





忍び頭巾 NINJA MASK

SHINOBI-ZUKIN



The Ninja's mask completed his uniform, and left only a small part of his face uncovered, allowing him to hide in the shadows and become invisible in darkness. A Shinobi Zukin can be made of a square yard of light-weight, dark cloth. The Ninja first folded the cloth into a triangle, put it over his head and held it as shown in the photo. He then tied the ends in back and arranged the cloth so the back of his head was hidden.

鈎縄 CLIMBING TOOL

KAGI-NAWA

Many different types of climbing tools and hooks assisted the Ninja in tackling more difficult obstacles. The rope or chain attached to the Kagi-nawa was light and thin, but very strong, and was also suitable for use by the resourceful Ninja to bind captured foes or lay traps.

鎖帷子 NINJA ARMOR

KUSARI-KATABIRA

Because of the need for stealth, speed and silence, the Ninja did not wear armor. But in certain cases a Ninja might have worn Kusari-Katabira under his ninja uniform. Similar in appearance to chain mail, but lighter, it protected his heart from blows that managed to get through his defenses.

手裏剣 NINJA THROWING BLADES

SHURIKEN

One of the most well known Ninja weapons was the Shuriken. These existed in many varieties, and like all Ninja weapons, are not toys! They are popular in motion pictures, but were really only a small part of the Ninja arsenal.

草鞋 NINJA FOOTWEAR

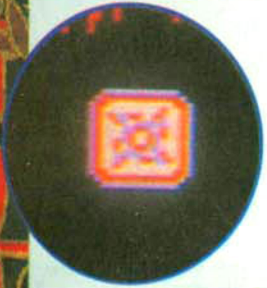
WARAJI

Form and function were important in the Ninja's footwear, called Waraji, as well. With a sole made of tightly woven straw or fibre, traction was excellent on slippery surfaces. The split-toe facilitated scaling barriers like the sheer walls of enemy fortresses.

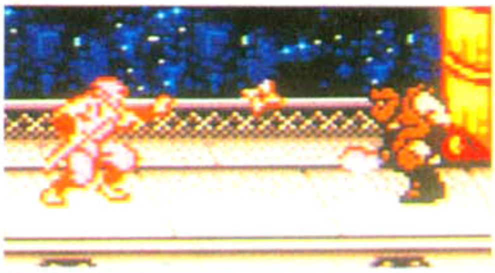
NINJA ARTS ITEMS

Ninja Arts Items are also found concealed in the Dragon Spirit Crystal Balls. Using any of the Ninja arts gained from these items will decrease your Ninja Power. (Ninja arts are activated by pressing Up and the A Button). As long as you have a particular art, you can use it until you collect a different one. Certain arts are better for particular areas, and each uses a different amount of Ninja Power.

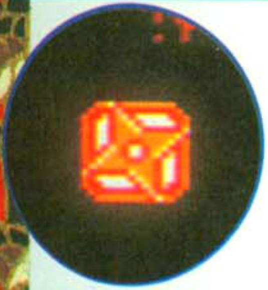
THROWING STAR (5 POINTS)



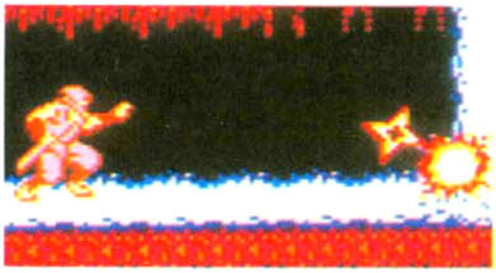
One of the basic Ninja weapons is the Throwing Star, or Shuriken. Ryu is well versed in its use, and hurls it with the skill of a circus knife thrower.



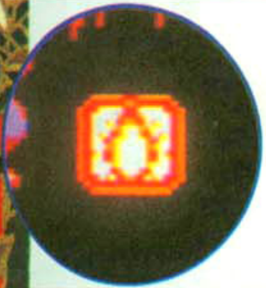
WINDMILL THROWING STAR (10 POINTS)



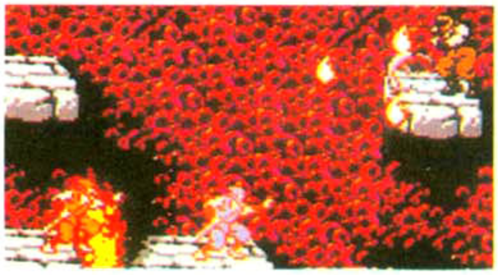
The Windmill Throwing Star slices through the target and, like a boomerang, comes back to Ryu, doing damage on the return trip as well. It is useful when enemies are attacking from both sides.



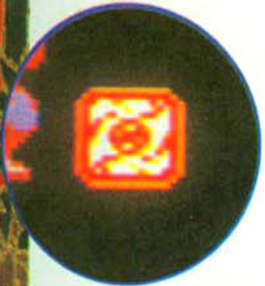
THE ART OF THE FIRE WHEEL (8 POINTS)



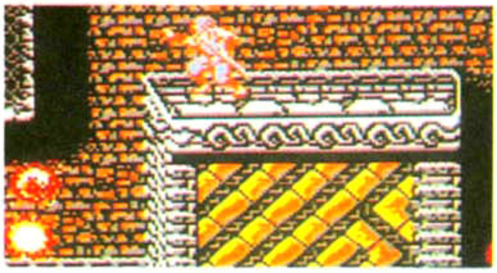
This powerful art allows Ryu to fling a blast of fire diagonally upwards towards foes above and in front of him. For use against enemies on a hill or slope, or to knock down Crystal Balls that are out of reach, it's your best bet.



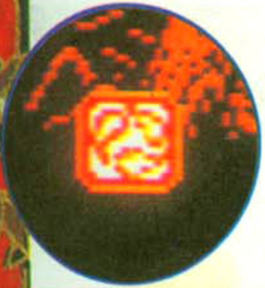
FIRE DRAGON BALLS (8 POINTS)



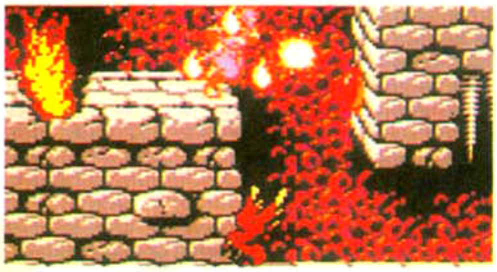
Ryu's Dragon Sword hurls these mystical balls of electric energy diagonally to injure enemies below and in front of him. Useful for clearing away adversaries while clinging to a wall.



INVINCIBLE FIRE WHEEL (15 POINTS)



Upon activating this art, a ring of flame will encircle Ryu and protect him from harm for a short time. Any enemies contacting this barrier will be destroyed. Enemies below will be wiped out as the ring rises from the bottom of the screen to surround Ryu, creating an offensive use for this skill.

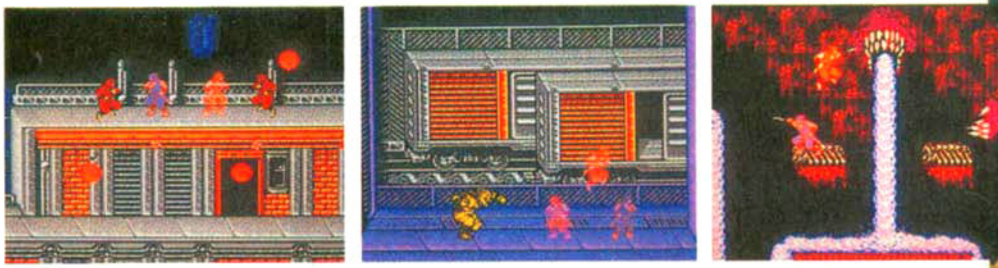


TECHNIQUES

While the Power Boosting Items give Ryu skills which work automatically (as long as he has enough Ninja Power), there are also helpful techniques that Ryu can perform that only require mastery of his basic Ninja abilities.

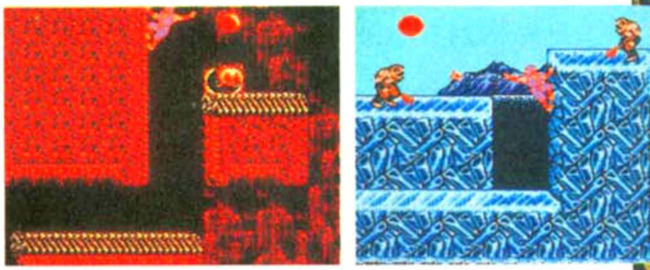
SPLIT YOUR BODY FOR MULTIPLE ATTACKS

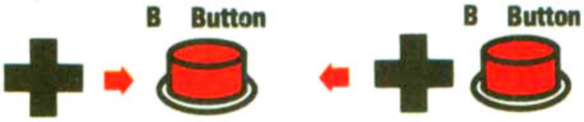
Ryu can have up to two ghost doubles at a time. If Ryu jumps down from a high place, the doubles will stop in mid-air, making it easy to attack airborne foes. They can also be used to attack enemies on both sides.



ATTACK FROM THE WALL

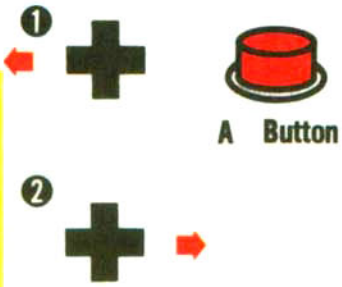
While Ryu holds onto a wall or ladder, he can attack enemies using his Ninja skills. Press the Control Pad arrow to the left or right and then press the B Button. The skill will attack in the direction you have chosen. If you have no Ninja Power, you will be defenseless when you are climbing (you can't use your sword) so be careful!

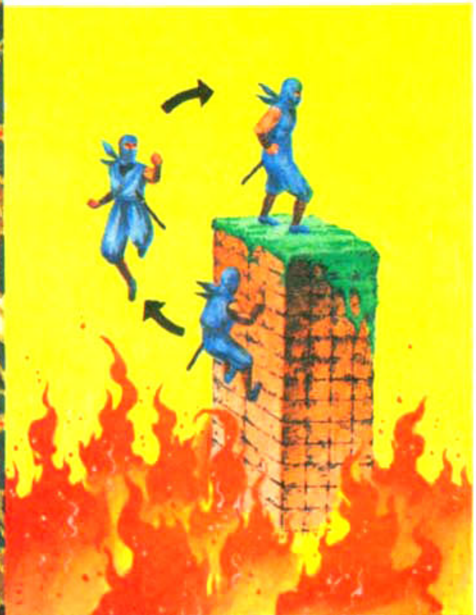


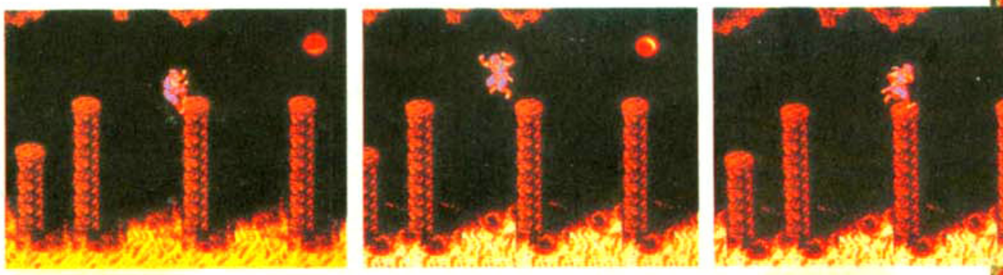


SWIFT KICK-OFF JUMP FROM THE WALL

If you don't quite make it across a chasm, or if you take a wrong step, you may end up hanging on to a wall or obstacle that you want to get on top of. It can be difficult to escape from this predicament. In most instances, you need only climb to the very top of the barrier, and then make a quick kick-off jump from there (press away from the wall on the Control Pad and the A Button simultaneously). Immediately press in the opposite direction on the Control Pad to get on top of the obstacle. You will need to practice this move before you master it (On certain walls, you will be unable to climb all the way to the top. On these, you will need to find an alternate method of going over the top.).

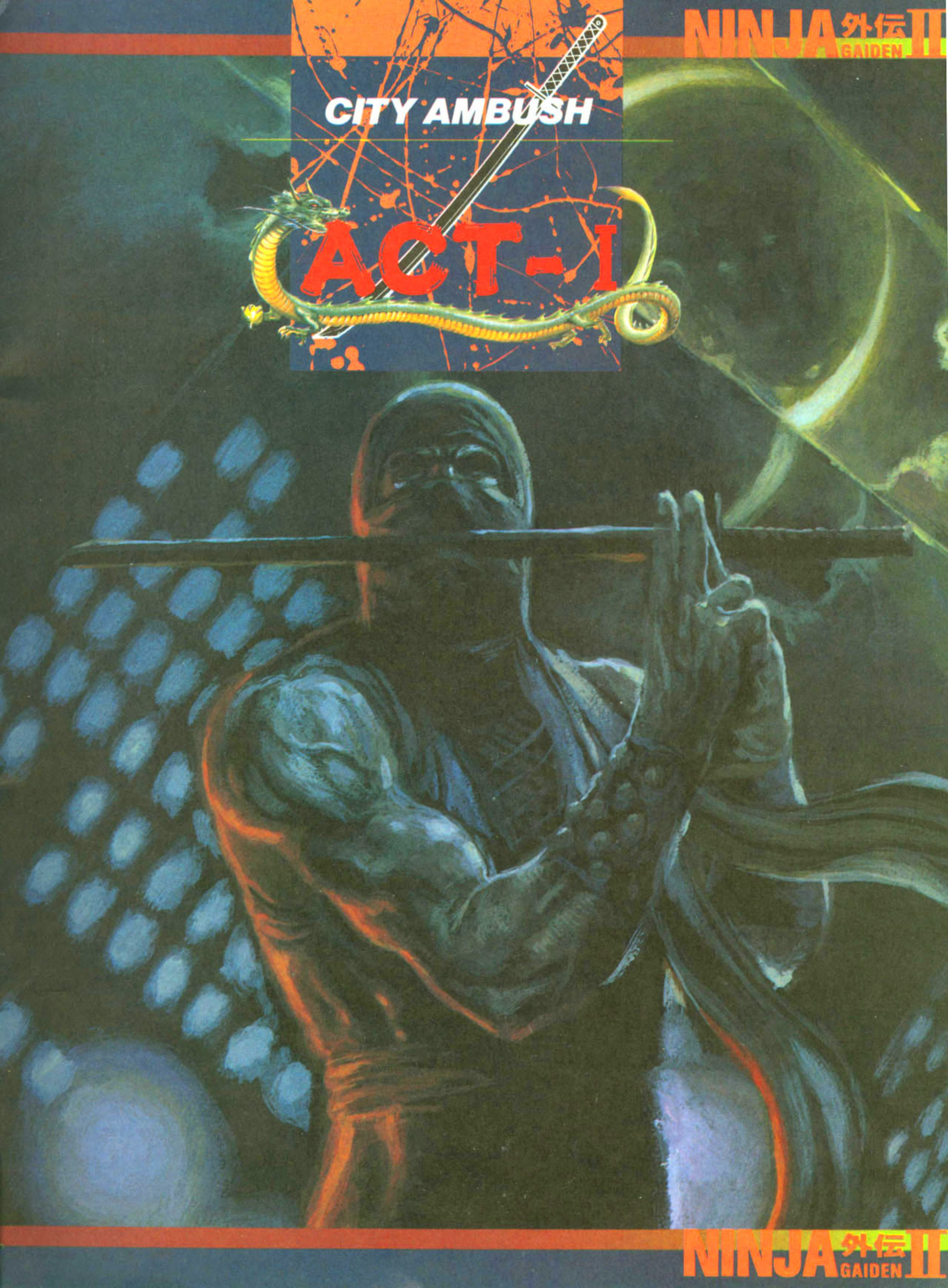






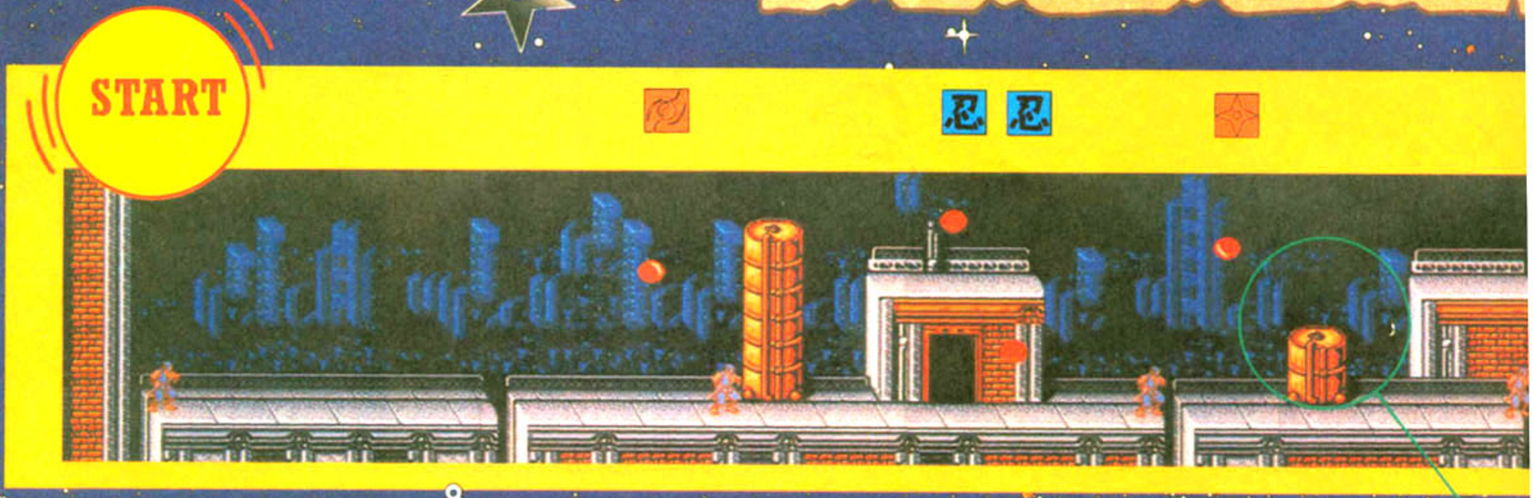
CITY AMBUSH

ACT-I



Area 1
ACT-I

After a year's vacation from action, Ryu is attacked in the city by a group of unusual thugs. His only option is a battle to the death! As Ryu brawls along the rooftops, you can follow his progress on the large map, which points out trouble spots and Power Boosting Items. The small map gives you the big picture of the area. Act-I is the easiest part of Ryu's adventure, and you would do well to master the necessary techniques here, where the pressure is less.

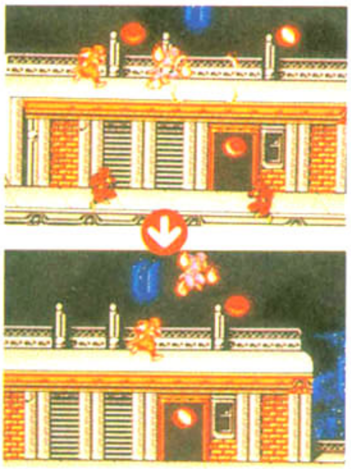


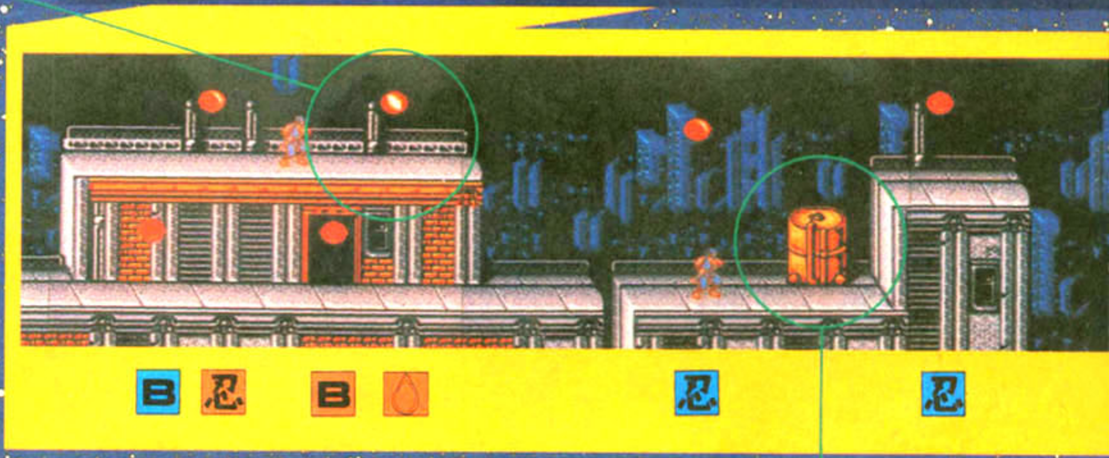
Dealing With Flying Enemies

Later in his adventure, Ryu will encounter Killer Bats in more dangerous areas than this. But in this situation, you can practice various ways of eliminating it or avoiding it all together. If it appears on the same level as you, jump to another level to dodge it.

Choose Your Art Wisely

The second of the two Crystal Balls in this area contains the Art Of Fire Wheel. Although the Invincible Fire Wheel is more powerful, the advantage of the Art Of Fire Wheel is that it uses less Ninja Power, so you may want to go to the trouble of collecting it.



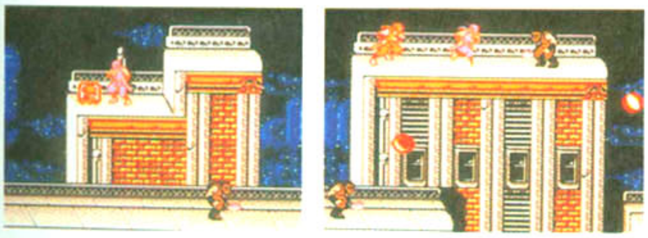


Enemies Fall From Above

Three Spider Wights will fall from above at this point in an attempt to surround and slash you with their claws. As soon as they appear, use the Art Of Fire Wheel. This will eliminate them as well as reveal two Ninja Power-Ups above.

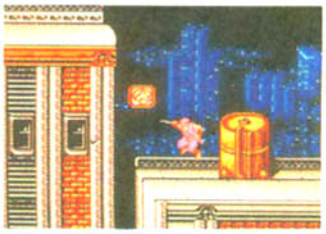
Split Your Body

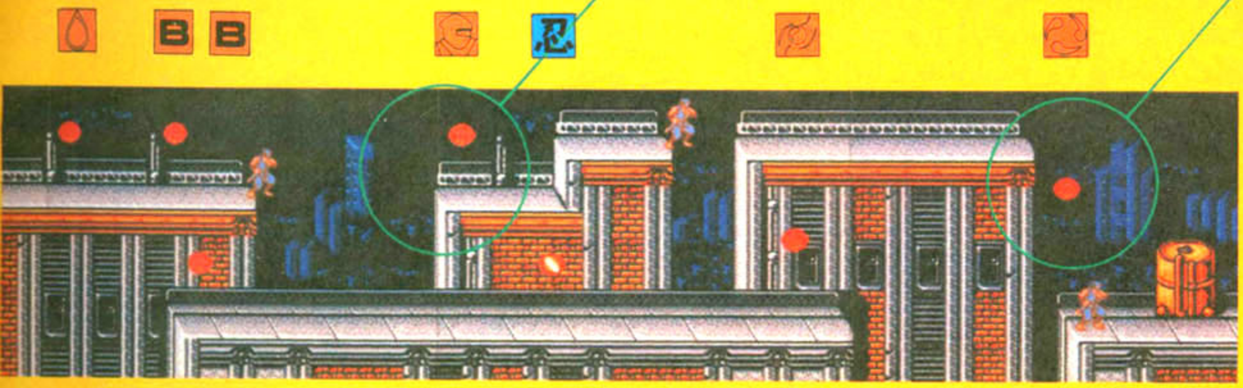
Hidden in this Crystal Ball is the first Red Ninja symbol Ryu can collect. Eliminate the Barbarian, slice it open, collect, and gain a valuable ally in the fight against Ashtar.



Catch Items In Mid-Air

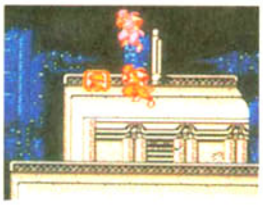
To collect the Invincible Fire Wheel here, jump from on top of the short structure on the right and collect the symbol in mid-air. If you time it wrong, it might fall down off the screen. You will find that the Invincible Fire Wheel is one of the best Ninja arts to have. Once you have it, avoid collecting a different art.





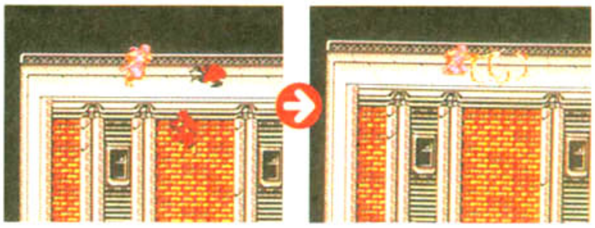
Triple Your Power

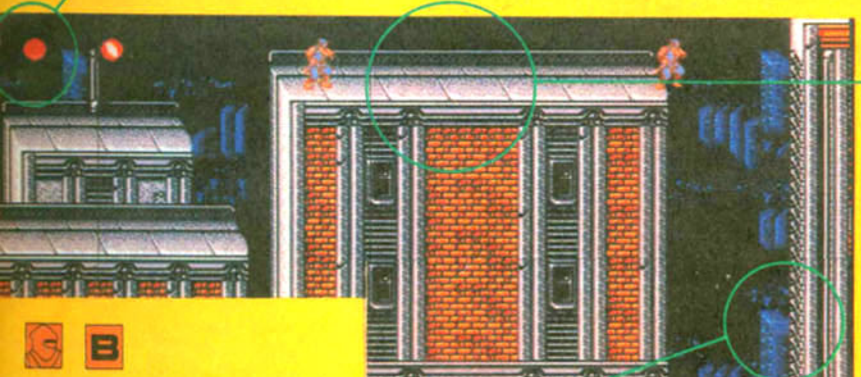
Another Body Splitting Power Item is in the first Crystal Ball. Collect it for triple phantom helpers; you may need them soon!

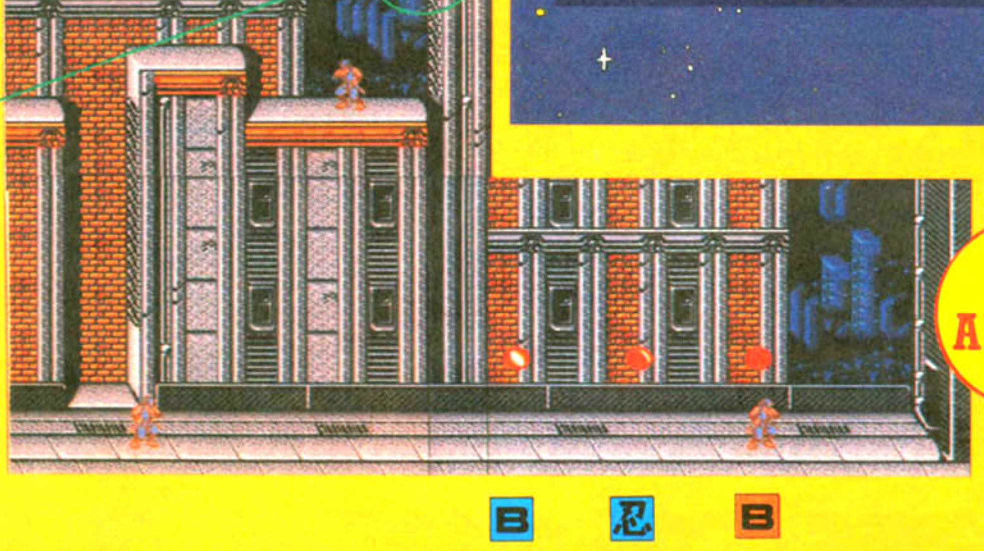


Enemies Rise From Below

Though hoards of evil attackers surround you, it is but preparation for the real challenge ahead. If you kneel and strike at the Dark Ninja, you should be able to take him out as he rises from below.

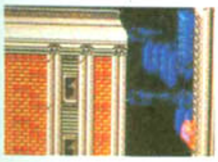






Ladders Lead Down

Never climb down off the bottom of the screen unless you use a ladder that leads downward.

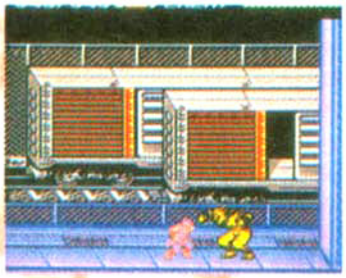


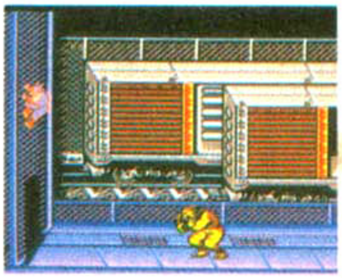
TO AREA 2

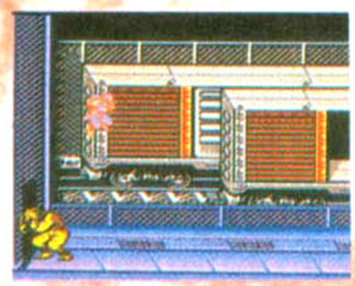
Area 2

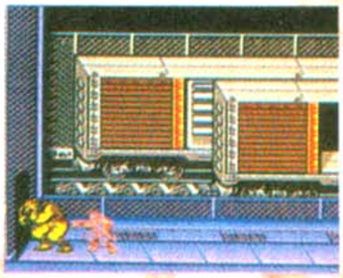
ACT-I

The appearance of Dando The Cursed is the first clue Ryu gets that the attacks on him are part of something much bigger than a simple mugging. Ryu will find that Dando is immune to attacks by his Ninja arts, therefore, the raw blade of the Dragon Sword must be used. Dando moves slowly at first, and this is your chance to move in and attack. After contacting him a few times, retreat and scale the wall. Dando will charge at you even if you've scrambled out of reach. Just before he hits the wall, jump off so you land behind him. Attack and retreat until Dando is defeated.



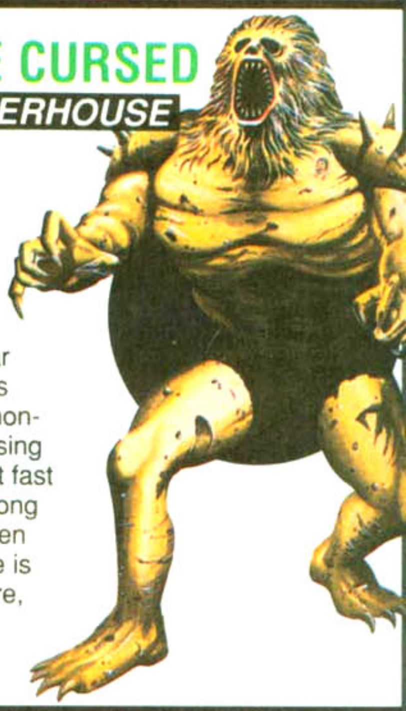






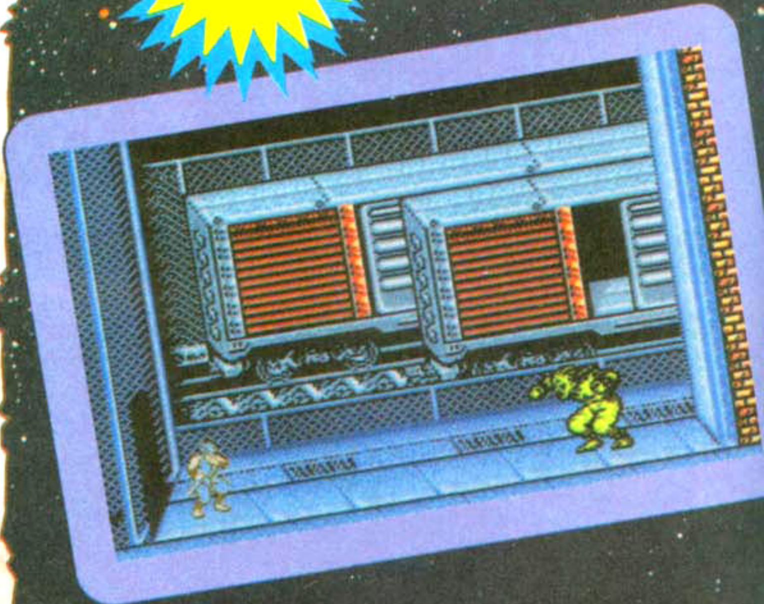
DANDO THE CURSED

UNDEAD POWERHOUSE



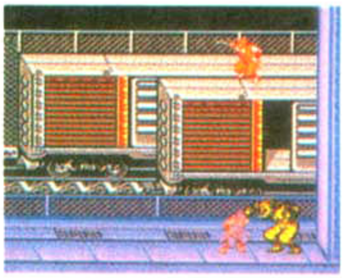
Dando The Cursed, a hulking, slime covered beast, was once a sea-roving Viking warrior. Although his ship sank over a thousand years ago, Ashtar was able to recover his spirit and give him a monstrous physical form using black magic. He is not fast moving, but is very strong and tough. Having been enslaved by Ashtar, he is rather a dismal creature, and wishes only to be released from his servitude.

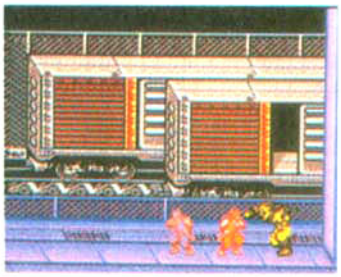
Area Guard

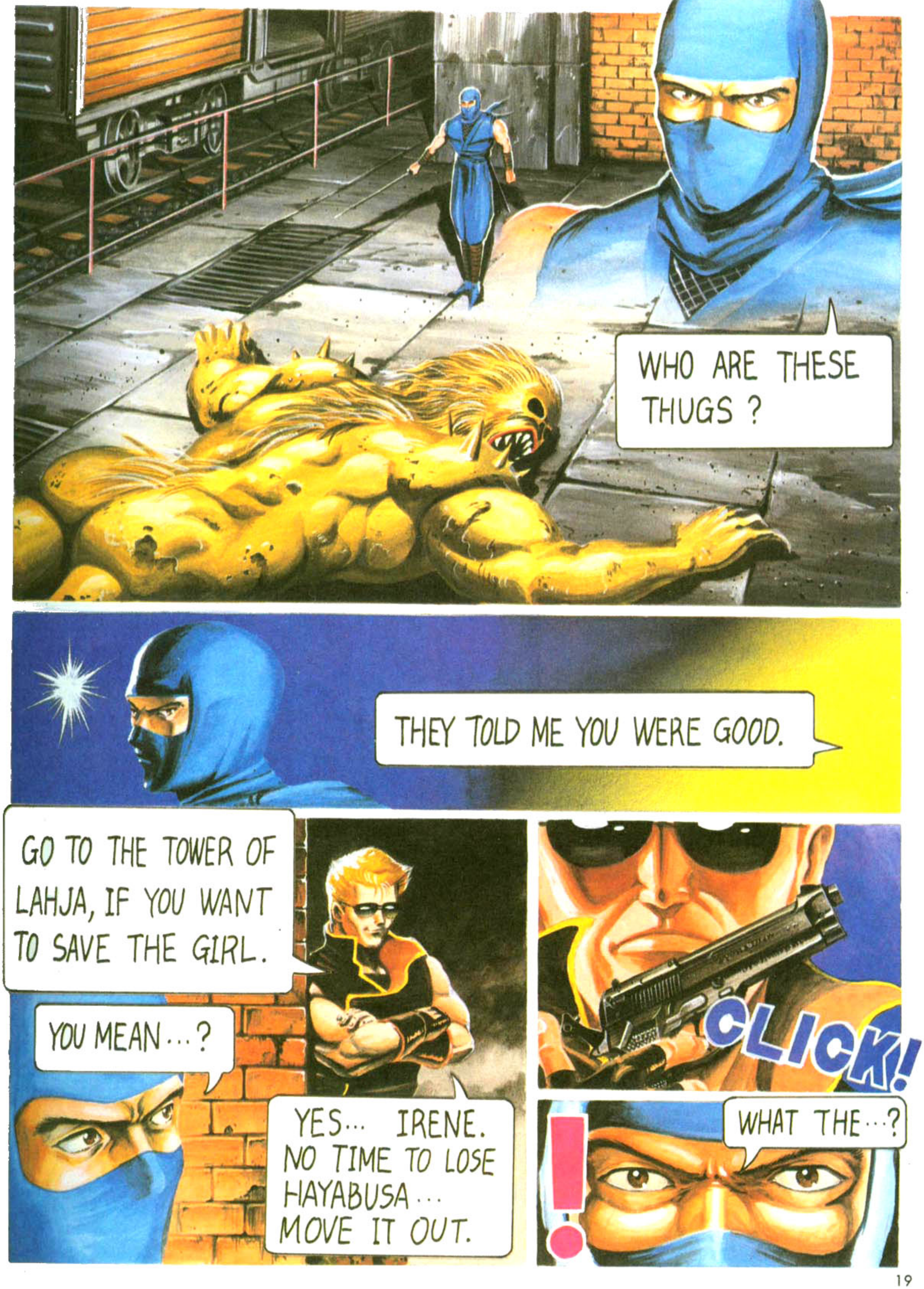


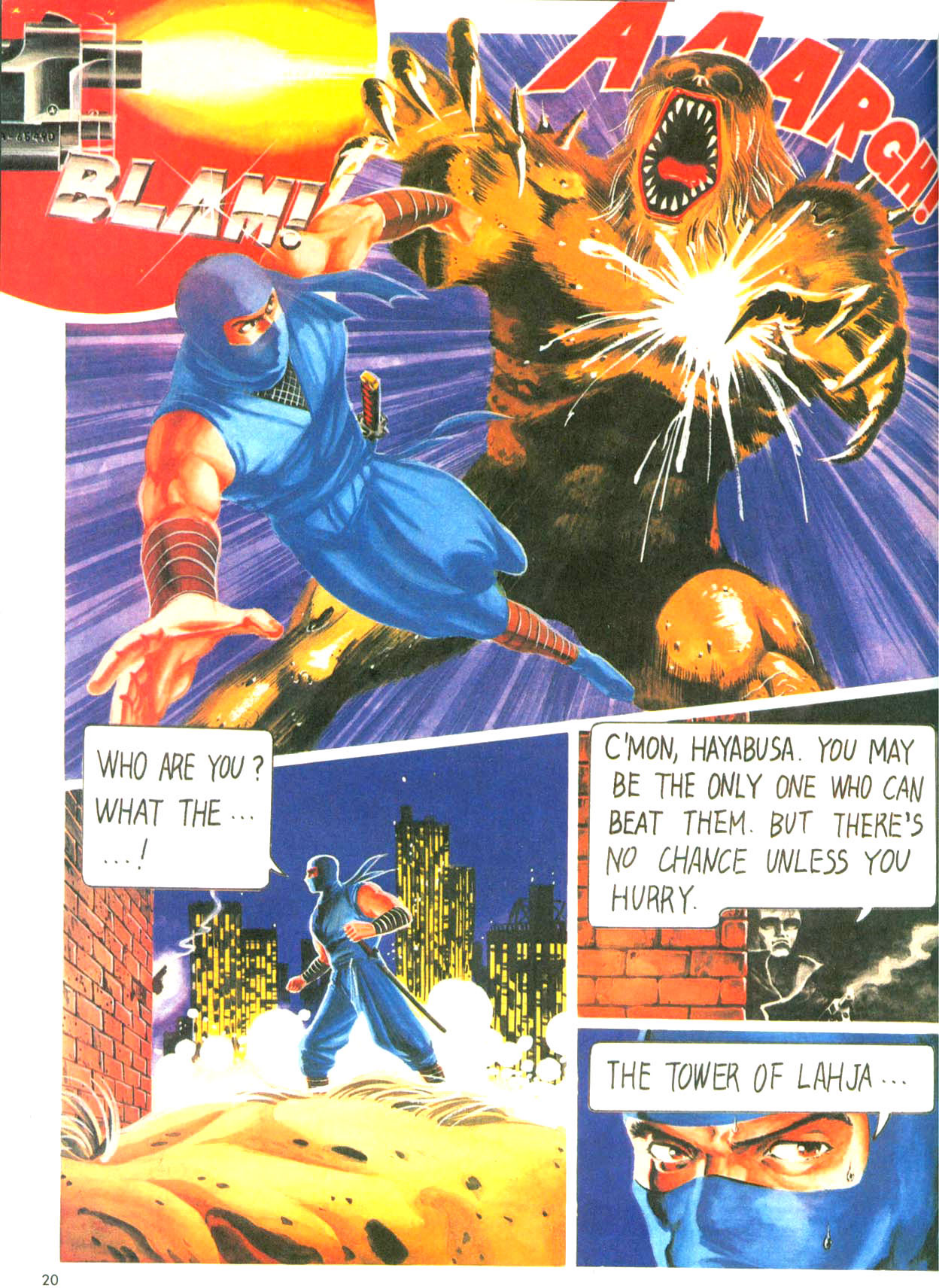
Forget Your Doubles For Now

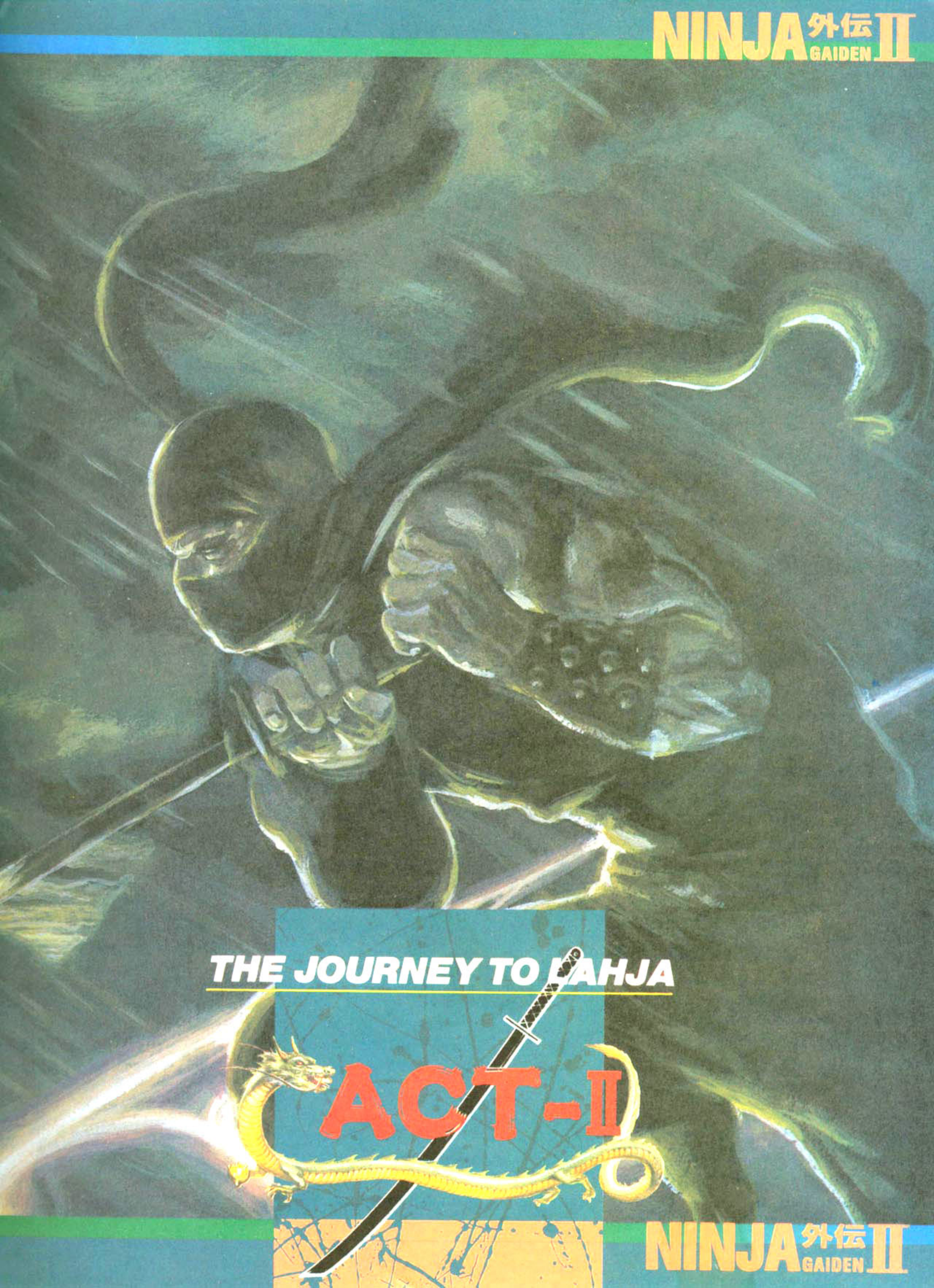
The phantom doubles created by Splitting Your Body may not be helpful against Dando. Skilled maneuvering might enable you to place them so they can strike Dando, but he will not be fooled by the ghosts, and will still charge at you. The best strategy is to ignore your shadows altogether and focus on your own character's attack.






WHO ARE THESE THUGS ?
THEY TOLD ME YOU WERE GOOD.
GO TO THE TOWER OF LAHJA, IF YOU WANT TO SAVE THE GIRL.
YOU MEAN…?
YES… IRENE. NO TIME TO LOSE HAYABUSA… MOVE IT OUT.
CLICK!
!
WHAT THE…?


BLAM!
AAARGH!
WHO ARE YOU? WHAT THE… …!
C'MON, HAYABUSA. YOU MAY BE THE ONLY ONE WHO CAN BEAT THEM. BUT THERE'S NO CHANCE UNLESS YOU HURRY.
THE TOWER OF LAHJA…

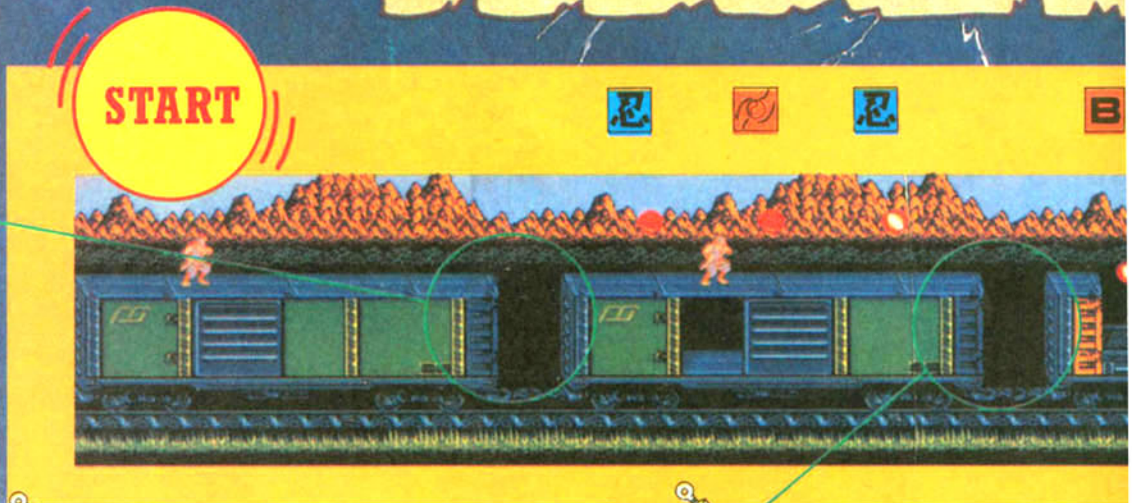


THE JOURNEY TO LAHJA

ACT-II

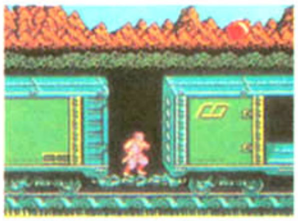
Area 1
ACT-II

From the city switchyard, Ryu hops a freight train heading in the direction of the remote Tower Of Lahja. As the train speeds along to its destination, the Servants of Chaos attack Ryu. He must battle his way to the train's engine to escape!



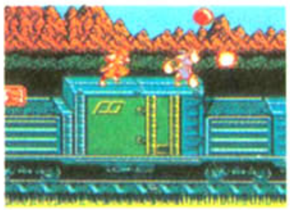
Don't Worry About Falling Off

You won't fall off the train. When you fall between the cars, you can stand on the coupling.



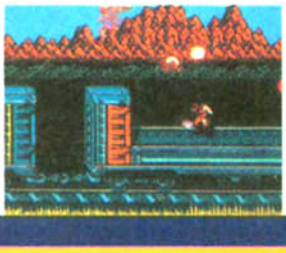
Keep The Invincible Fire Wheel

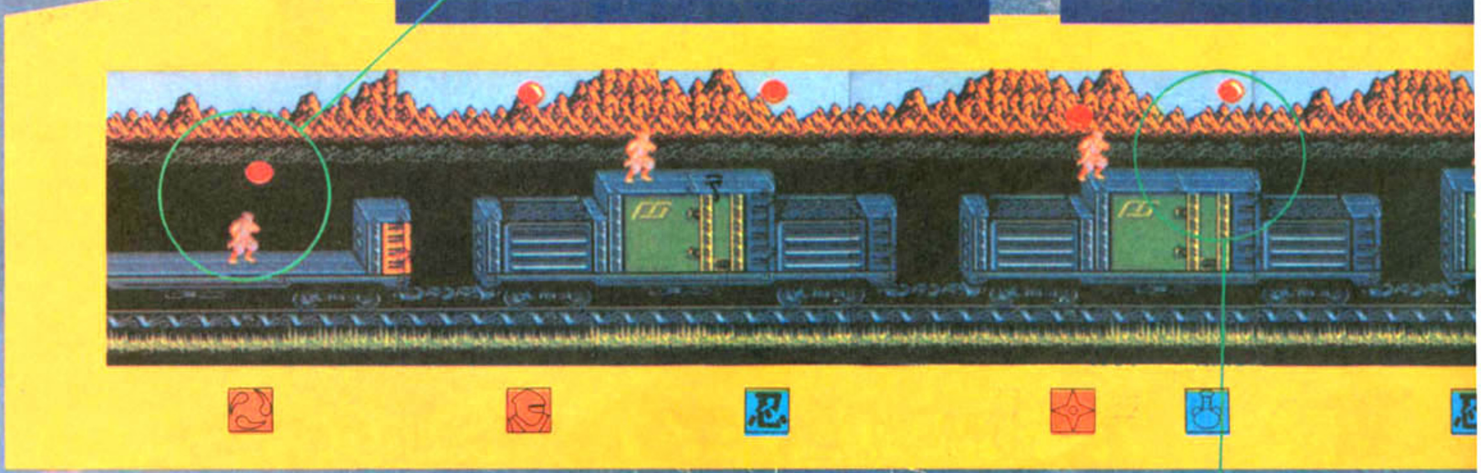
Turn on the Invincible Fire Wheel and You'll make it all the way through here. Don't collect the next Windmill Throwing Star or you'll lose the Invincible Fire Wheel.



Harpy Hinderance

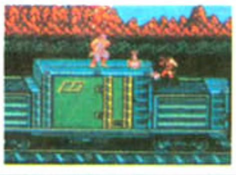
Don't let a Harpy hit you here, or you might fall between the cars and be delayed.

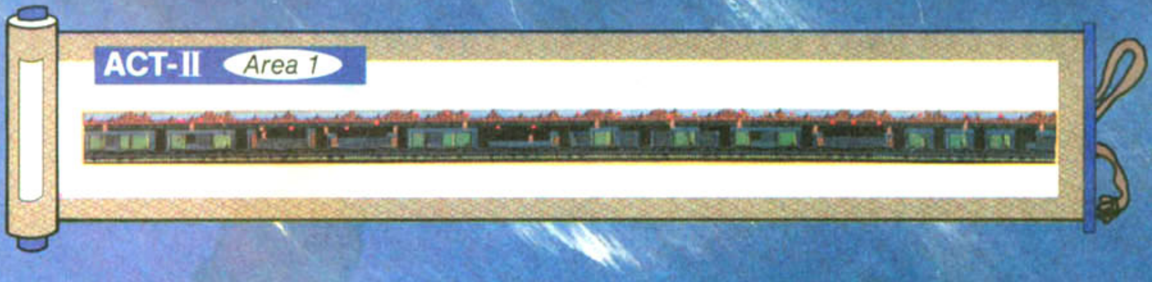




Medicine For Recovery

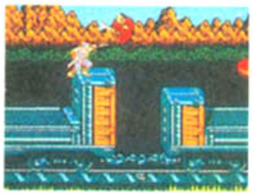
Grab the Medicine to recover six valuable bars of your Strength Meter.





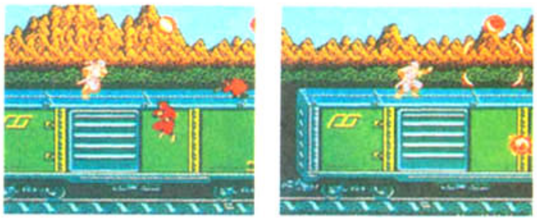
Attacking Jackson

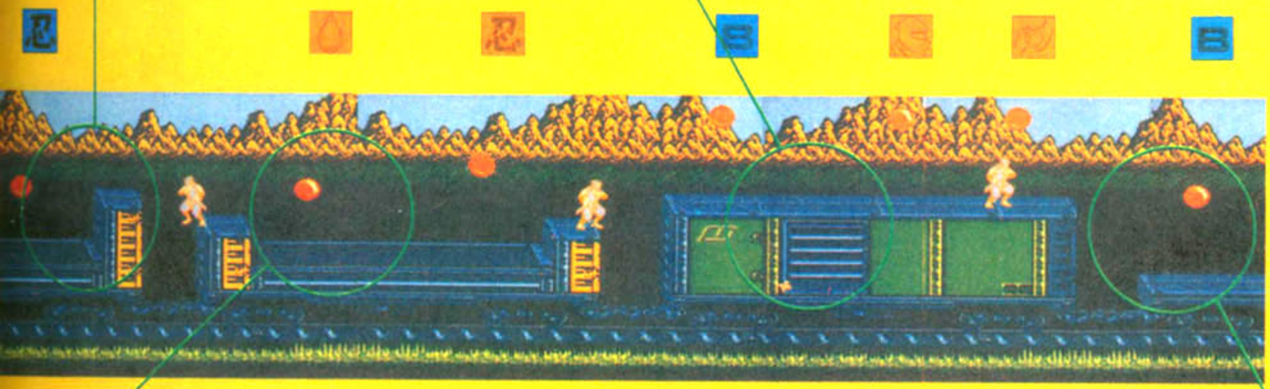
At this point, Jackson will come running at you. Be ready to hit him as he closes in.



Dark Ninja Rising

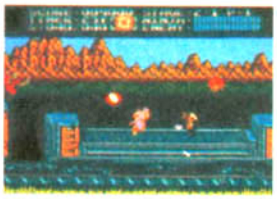
A group of three Dark Ninjas will attack here in rapid succession. Clear out the first two with a Ninja art.





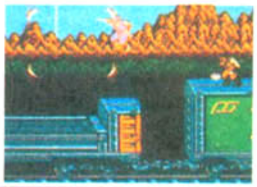
Use Your Arts Immediately

As soon as you collect the Art Of The Fire Wheel, you'll be attacked from above, so cut loose. You can Power-Up with the Maximum Ninja Power in the next Crystal Ball.



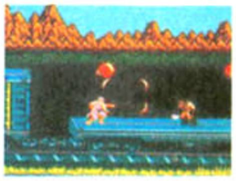
Stand And Face The Harpy

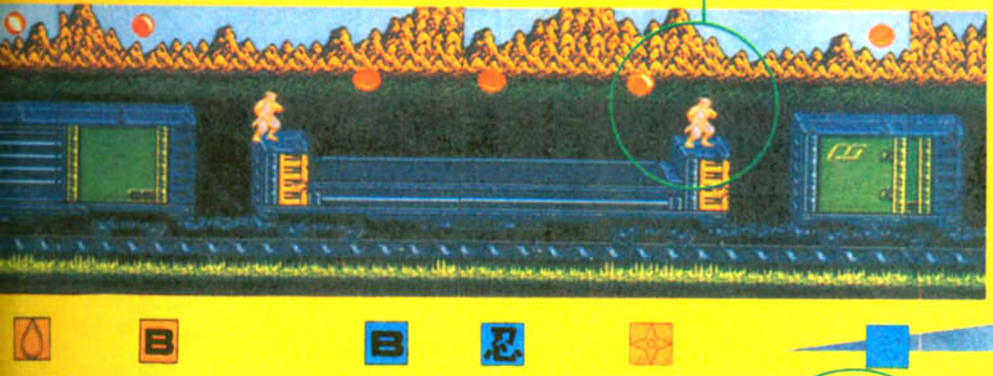
The Harpy here can be dangerous only if you panic. Stand your ground with nerves of steel.



Use Your Sword On The Straggler

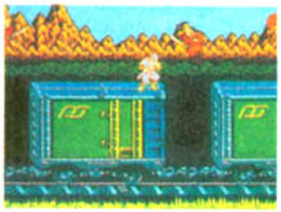
The last Dark Ninja can be taken out with your sword.

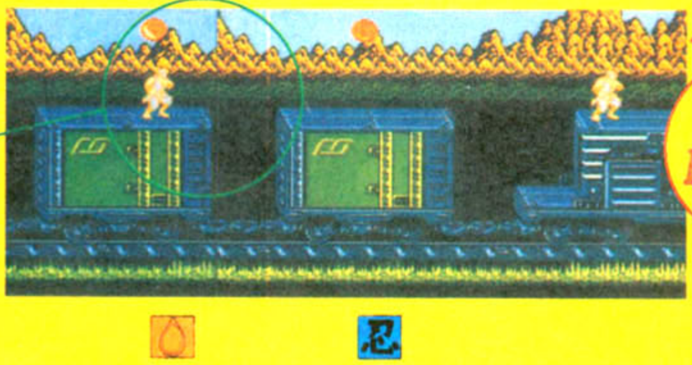




Don't Slow Down Near The Goal

The end of an area is usually guarded by large numbers of enemies. You may take a hit, but battle your way to the end of the line.

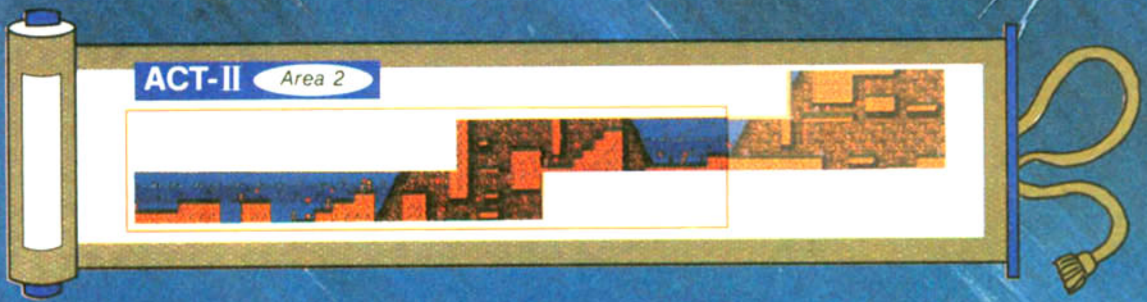


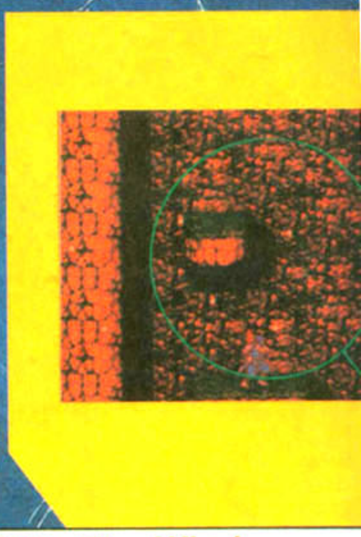


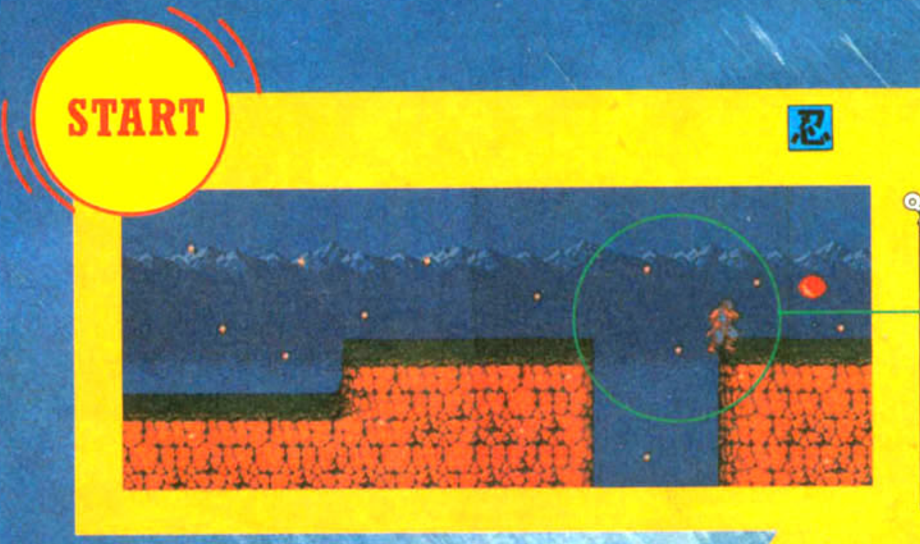
TO AREA 2

Area 2
ACT-II

Ryu jumps off the train near the Tower Of Lahja and begins his assault up the mountain on which the tower stands. A howling windstorm of powerful intensity rages about the mountain, conspiring to prevent Ryu from making his ascent. Bent on rescuing Irene, Ryu is not deterred...

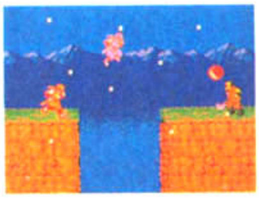






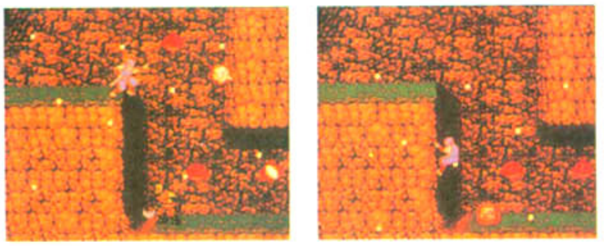
Jump With The Wind

Time your jumps to go with the wind currents on this mountain or you'll fall into a chasm.



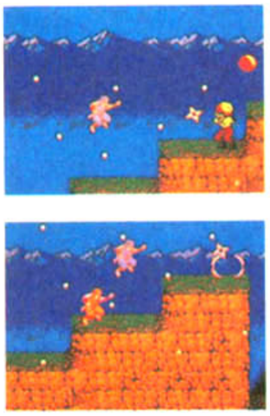
Use Your Arts And Then Power-Up

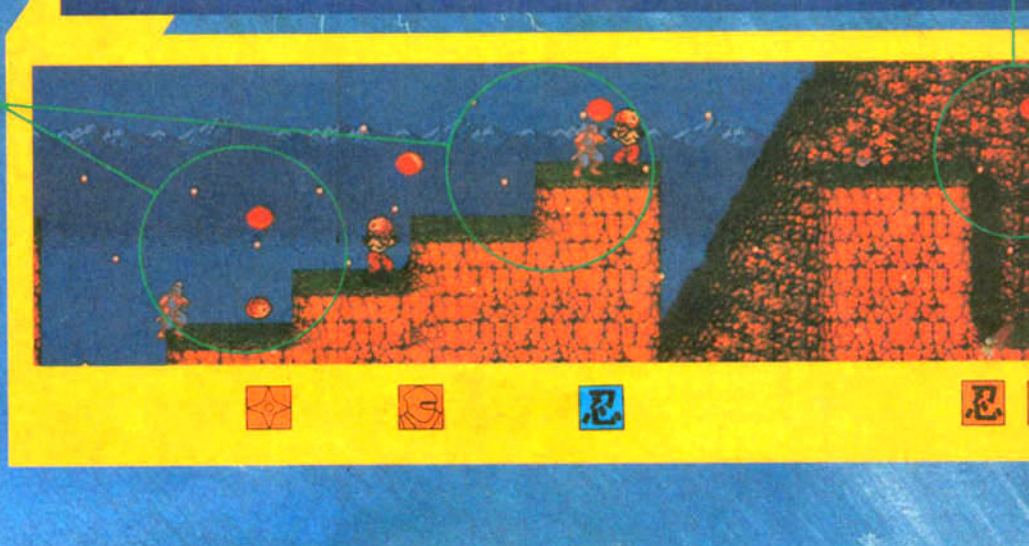
In this gap, wind will hinder your movement, so it's best to clear away the enemies with a Ninja art before you advance. A Red Ninja Power-Up is waiting.



Don't Catch The Windmill

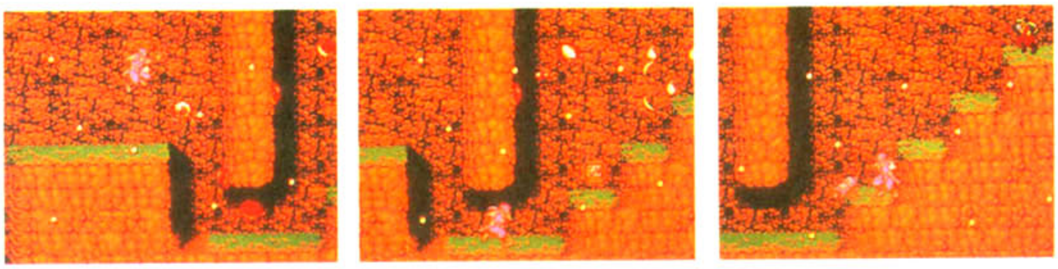
Pick up the Windmill Throwing Star, jump up, activate the art, then climb up the hill. If you don't catch it as it boomerangs back, the star will wipe out both Rockmen.

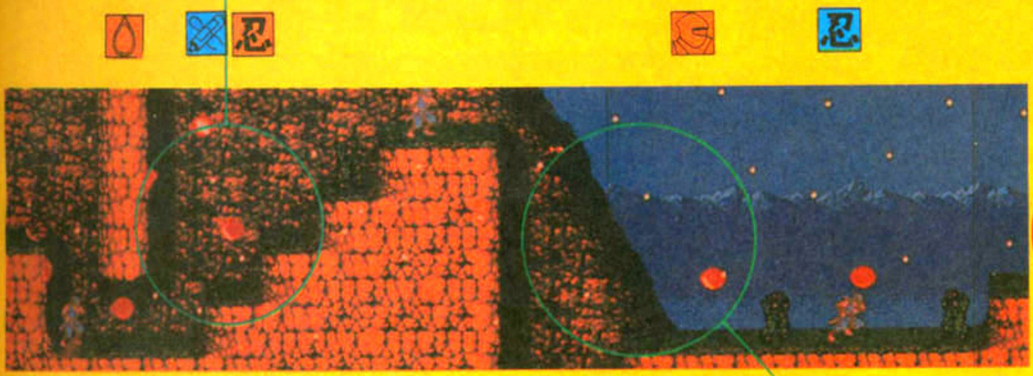




Blaze Away With The Art Of The Fire Wheel To Get The Scroll

Use your Ninja arts freely here, as it is easy to get bogged down by advancing enemies if you don't. First get the Scroll up high, it will raise your maximum Ninja Power to 50. Then, Maximum Ninja Power is easily obtained at right.

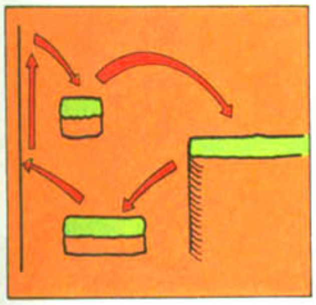


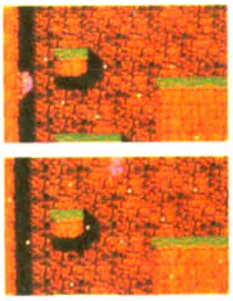


TO NEXT PAGE

Take The Long Way

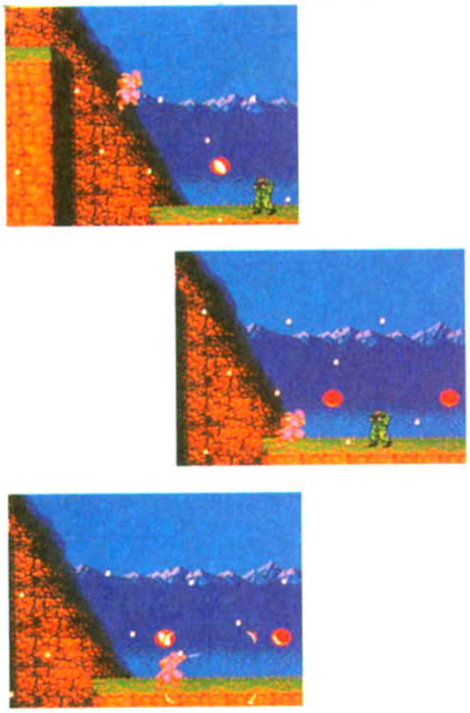
To succeed in this area, you'll have to follow the pattern diagrammed and jump with the wind. Unfortunately, you can't use the quick kick-off from the top of the wall technique here.





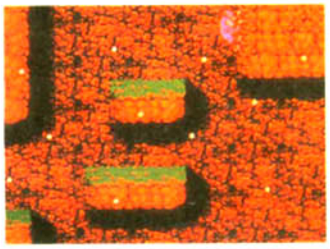
Sniper Joe Strategy

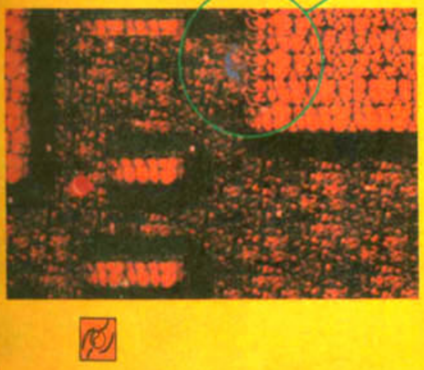
This is classic Sniper Joe. If you don't take out the first gunman in a hurry, his bullet, combined with the gale force winds, may knock you into the pit. So if you don't get him immediately, be ready to jump!



Use Caution On Platforms

Go with the wind as you make for the ladder. Jumping when the wind isn't blowing your way can delay you or even hurl you to your doom.

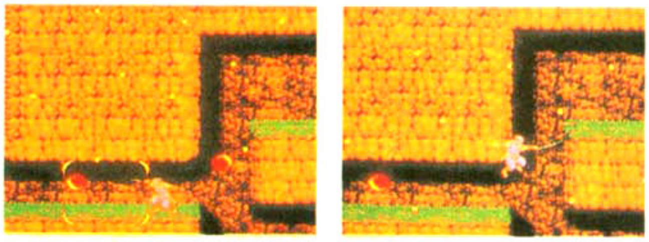


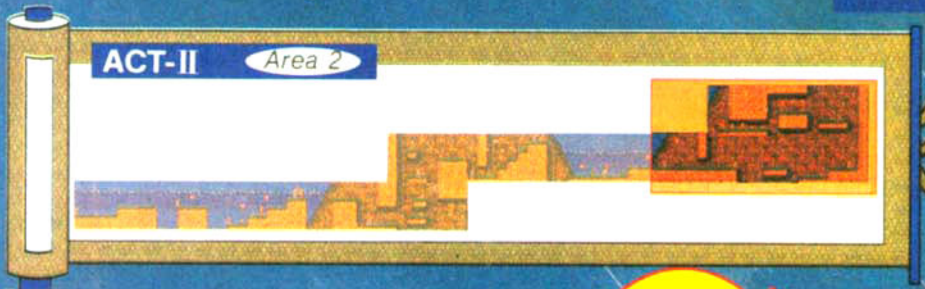


Area 2 ACT-II

How To Get The Medicine

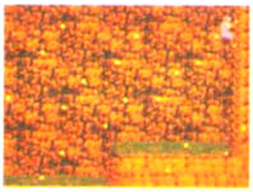
Clear away the enemies, then go back and get the items in the Crystal Balls. One of these contains Medicine For Healing, and you'll want to be in good health when you go against Baron Spider...





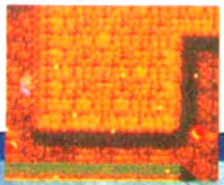
Run For The Ladder

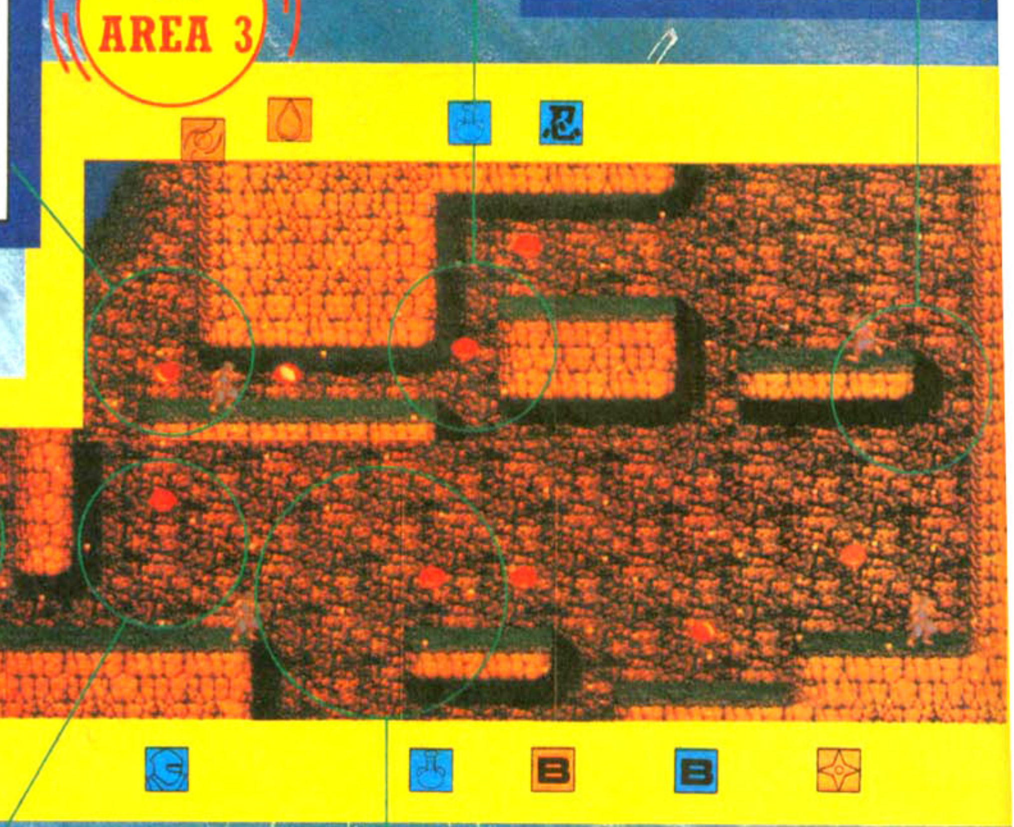
Get rid of the flying Harpy before you climb the ladder, or you'll take a needless hit on your way up.



Skip Certain Items

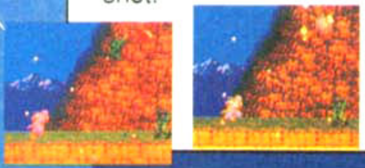
If you have the Art Of The Fire Wheel, which is the best art to use against Baron Spider, do not bother to get the item in this Crystal Ball. Just climb up the ladder.





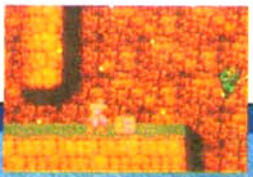
Time Your Arts For The Best Result

Use the Art Of Fire Wheel here at exactly the right moment to take out the Jacksons and Harpy with one shot.



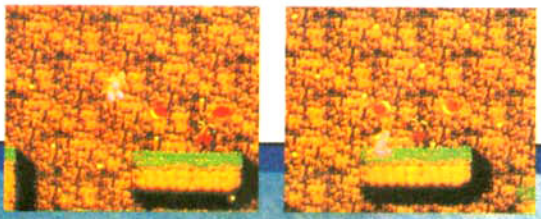
An Extra Life

To get this 1-Up, climb up the wall next to it. Then, when the wind is blowing down, jump at it and cut it down.



Deadly Chasm

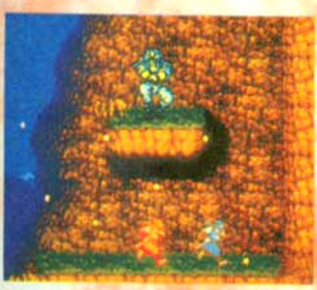
The only way to make it across this gap is to jump with the wind, and even then it can be tricky. Be sure to jump when the wind starts blowing towards the right— don't hesitate.

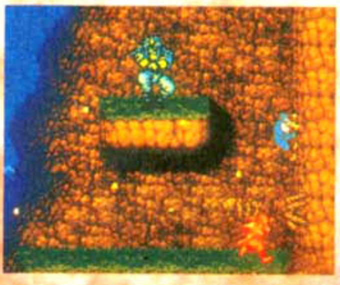


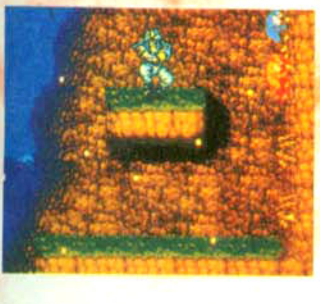
Area 3

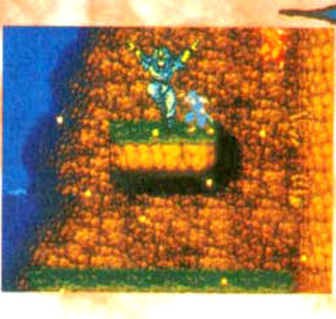
ACT-II

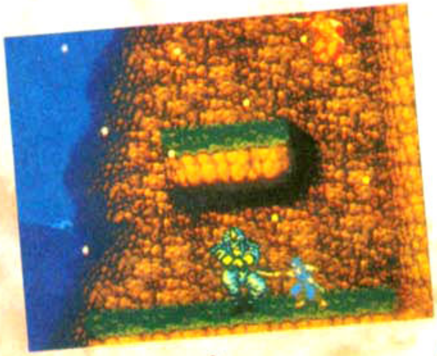
Baron Spider, a leader of the Tribesmen of Chaos, taunts Ryu while perched on a platform, seemingly out of reach. He attacks by casting giant tarantulas at his enemies. To defeat him, climb up the wall until you're level with him and jump towards him. If you make it onto the platform with him, rapidly strike with the Dragon Sword. Even if you don't make it onto his platform, he should jump to the ground; strike swiftly and you'll have another opportunity to attack him there. After you hit him with your sword on the ground a few times, he'll jump back up. The wind makes it difficult, but by repeating this process, victory will be yours!





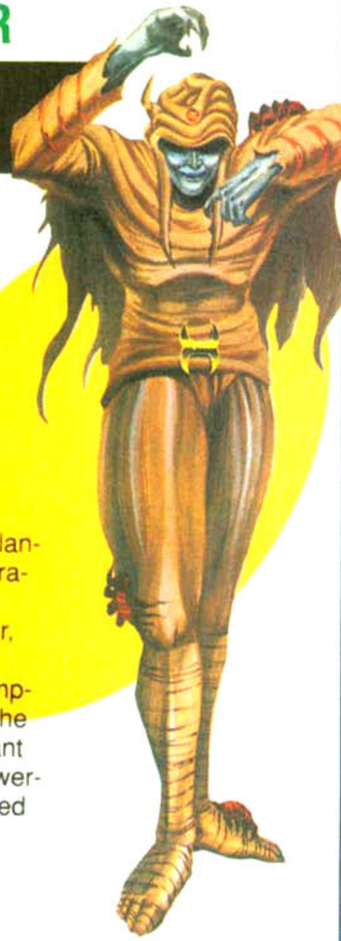






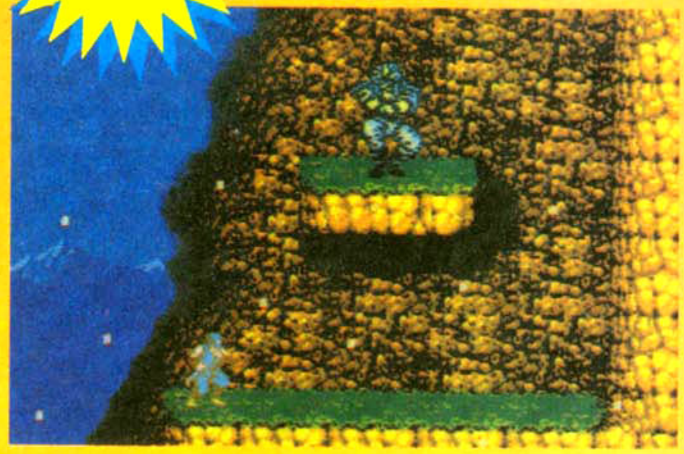
BARON SPIDER

LEADER OF THE TRIBESMEN OF CHAOS



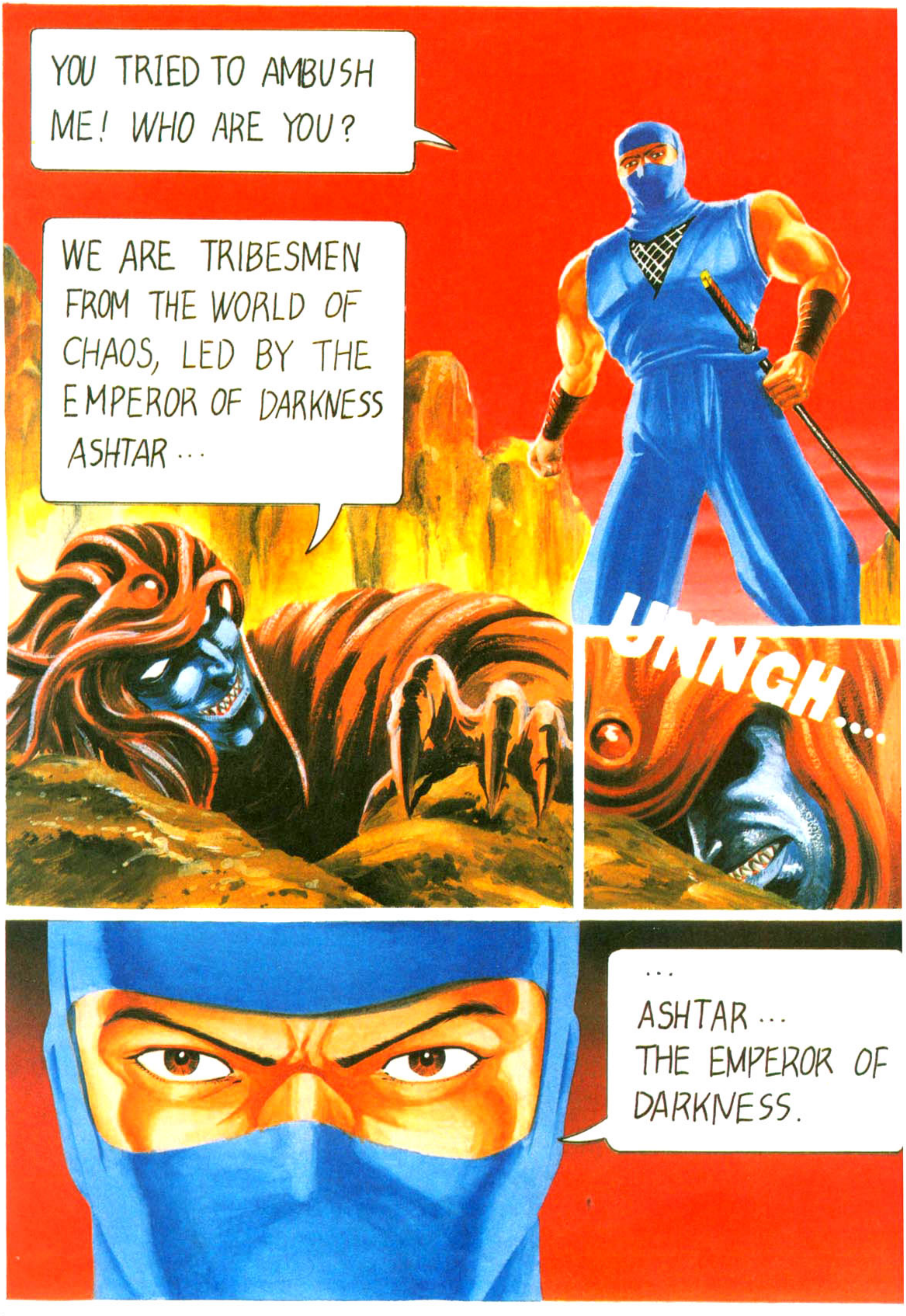
A scientific accident at the clandestine Xabil biological laboratories transformed a human professor into this half-spider, half-human mutant. Baron Spider has super-human jumping powers and, in addition, he can summon and control giant tarantulas. Noting these powerful evil abilities, Ashtar enlisted him as a leader of his Tribesmen of Chaos.

Area Guard



The Art Of The Fire Wheel Burns Spiders!

The Art Of The Fire Wheel is a powerful weapon to use against Baron Spider. However, when you use the art, time it so you hit the Baron and don't waste it on his pets. If you obtained the Scroll earlier in the area and have full Ninja Power, you should be able to make short work of him.


YOU TRIED TO AMBUSH ME! WHO ARE YOU?
WE ARE TRIBESMEN FROM THE WORLD OF CHAOS, LED BY THE EMPEROR OF DARKNESS ASHTAR...
UNNGH...
... ASHTAR... THE EMPEROR OF DARKNESS.

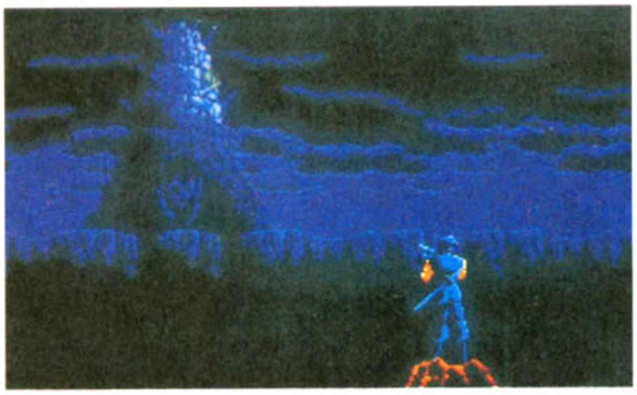
THE DEADLY TOWER

ACT-III

Area 1
ACT-III

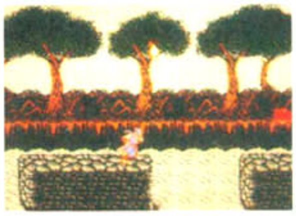
Reaching the top of the mountain puts Ryu in sight of the Tower Of Lahja. Ryu must cross a bridge of crumbling stone during a lightning storm of startling magnitude to enter the tower. When not lit by the lightning flashes, the terrain is pitch black. If you pause the game, the lightning will continue to flash, enabling you to see what's ahead, but keeping you safe from attack and conserving time on the clock. Continue on when you're ready.

The Tower Of Lahja is an ancient structure of obviously evil design. Although its past history lies shrouded in mystery, at present Irene Lew is being held there by an evil force from beyond and her only hope of rescue is Ryu Hayabusa.



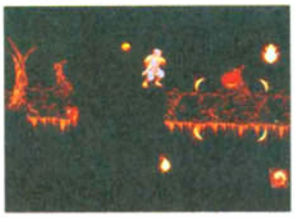
Wait For The Light

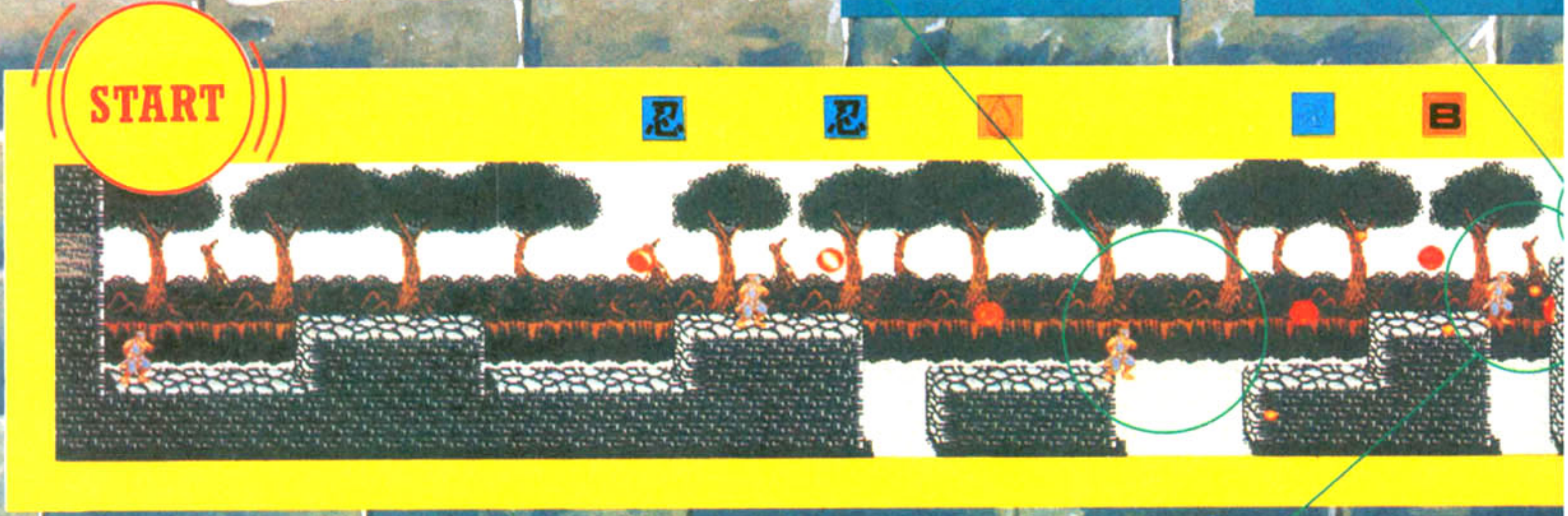
This jump would be difficult enough to make during the day, let alone at night. Wait until the lightning flashes and go for it.



Wipe Out The Will-O- Wisps

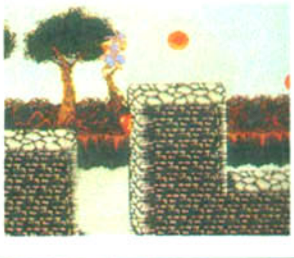
Use as much Ninja Power as you need to eliminate these living fireballs. You can charge up completely with the Red Ninja Power-Up.

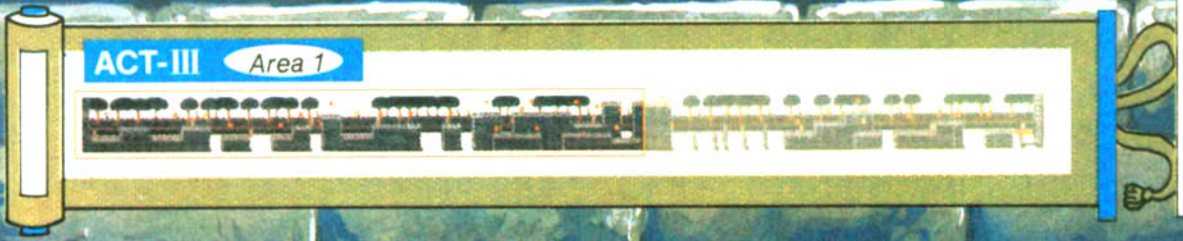




Conserve Your Energy

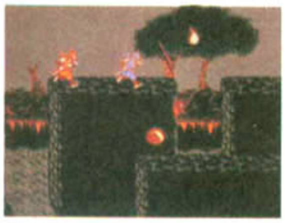
You can run past this Slime if you want to, without wasting time, effort or Ninja Power on it.

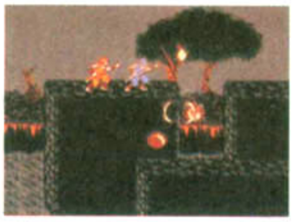


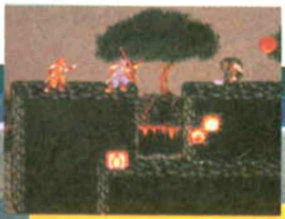


You Can Take The High Road Or The Low Road

The high road here gives you some good bonus items—the Invincible Fire Wheel and Medicine, but you can only advance if you take the lower one. Take the upper trail, collect the items and then backtrack to take the lower route. The Invincible Fire Wheel can be helpful In getting through the narrow, Slime-guarded gap that is coming up.

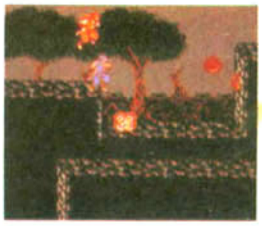






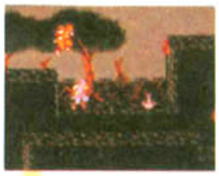
Collect The Invincible Fire Wheel

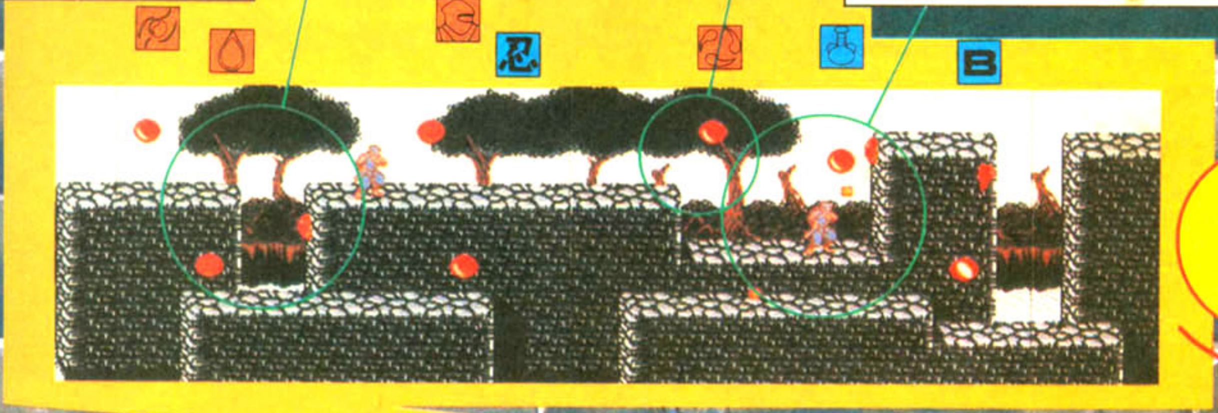
Grab it here and cut loose, there are several Ninja Power-Ups available to recharge your Ninja Power.



Replenish Your Strength

Six bars added to your Strength Meter can always be useful, so be sure to collect the medicine here!





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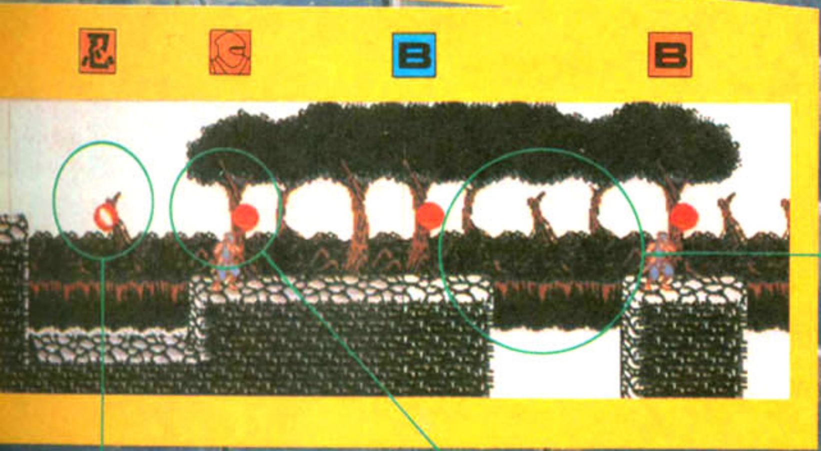
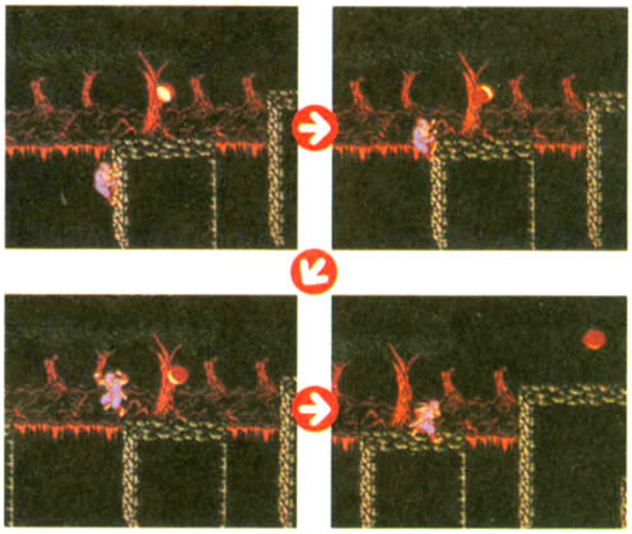


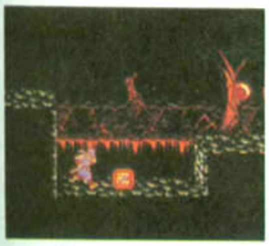
Practice Your Swift Kick-Off Technique

If you don't make it over this gap, you'll have a good opportunity to practice your quick kick-off technique for going over the top.



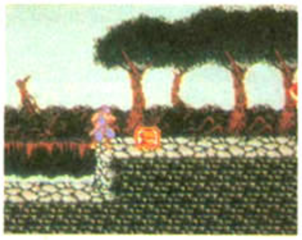
Feel The Power Flow!

Maximum Ninja Power is always a welcome sight. Collect it here.



Win A Pair Of Phantoms

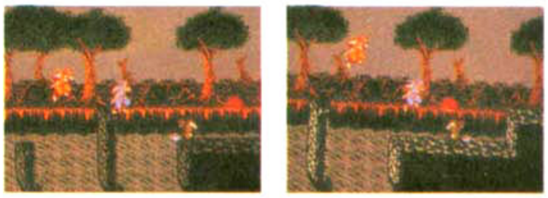
If you don't already have a pair of phantom doubles, grab the Red Ninja symbol here.



Area 1 ACT-III

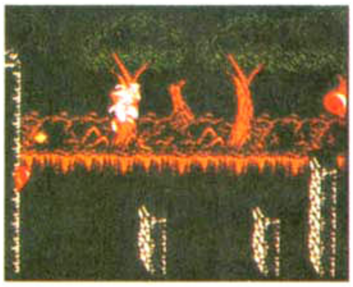
Use The Whirling Windmill

Wait until the Barbarian moves right, then jump down and activate the Windmill Throwing Star. Then if you don't catch it, it'll wipe out all the enemies as it goes back and forth around you.



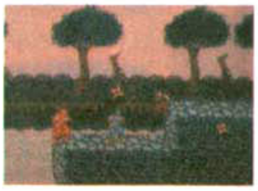
Pillar Peril

It's hazardous to jump on these pillars in the dark. Pause the game to check your progress when the lightning flashes. Use the Invincible Fire Wheel to protect yourself if you have Ninja Power.

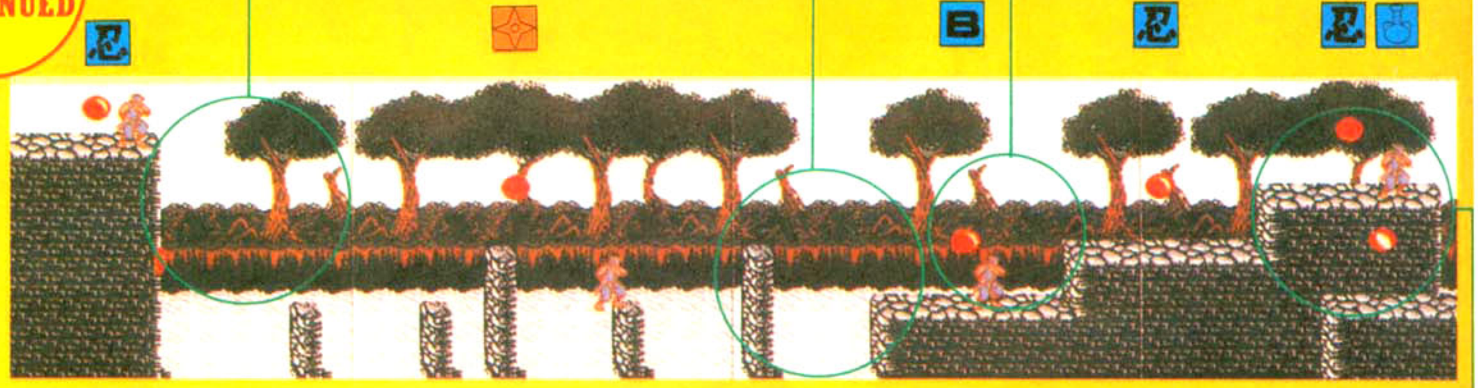


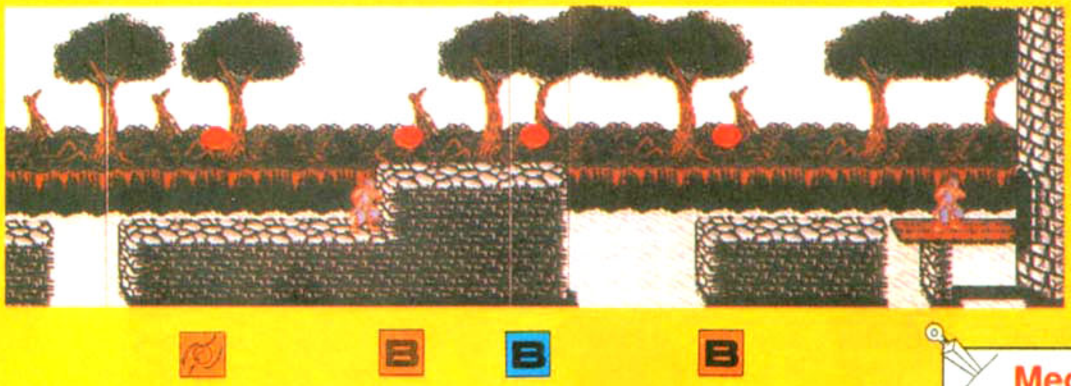
If At First You Don't Succeed...

If your timing was off, you may have to activate the Windmill Throwing Star again as a Rolpher attacks here. Or, just fight your way through with your sword; Medicine lies just ahead.



ACT-III
Area 1
CONTINUED

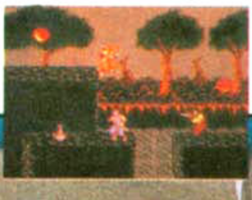


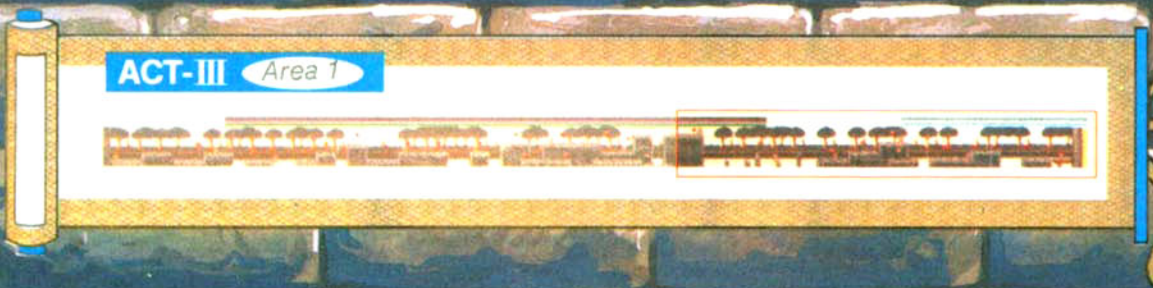


TO AREA 2

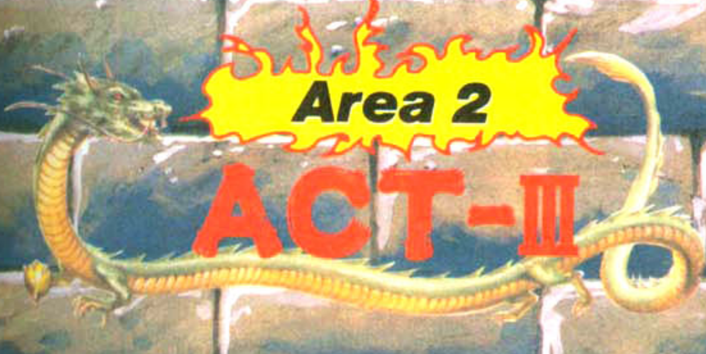
Medicine For Recovery

You're almost there! Collect the Medicine and go for it! You should have reserved some Ninja Power, because you'll need it for what's coming.





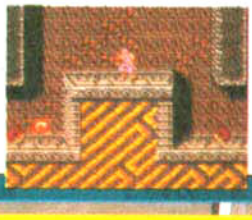
Area 2
ACT-III

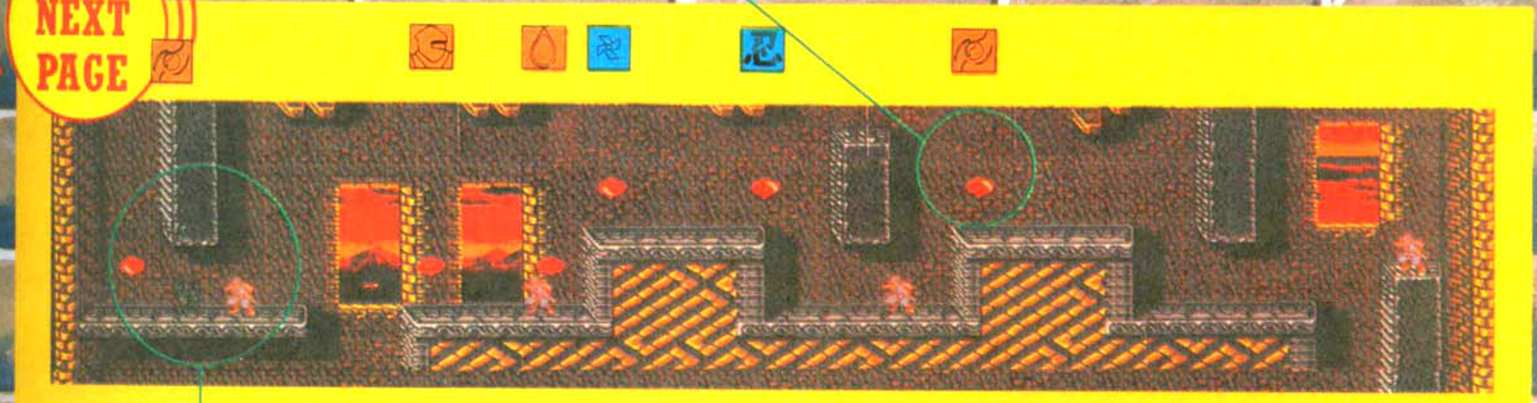


Designed by the mad architects of Chaos, the Tower Of Lahja was not constructed with the comfort of human beings in mind, although it does have quite a few creature comforts... There are stairways that end in mid-air and lead nowhere, and treacherous gaps unleapable except by Chaos creatures and expert Ninja like Ryu. Windows look out over the landscape which seems somehow darkened by the growing gloom of the rising power of Chaos. What will Ryu find in this evil place?

Trade Arts Here

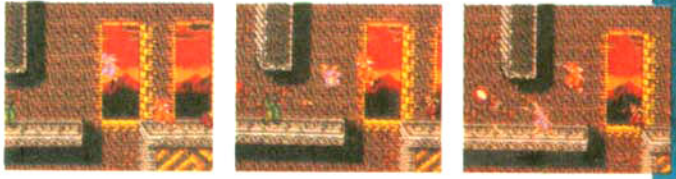
Use the Art Of The Fire Wheel to shoot down the Fire Dragon Balls, then use them to destroy the Rolpher that waits to ambush you below.





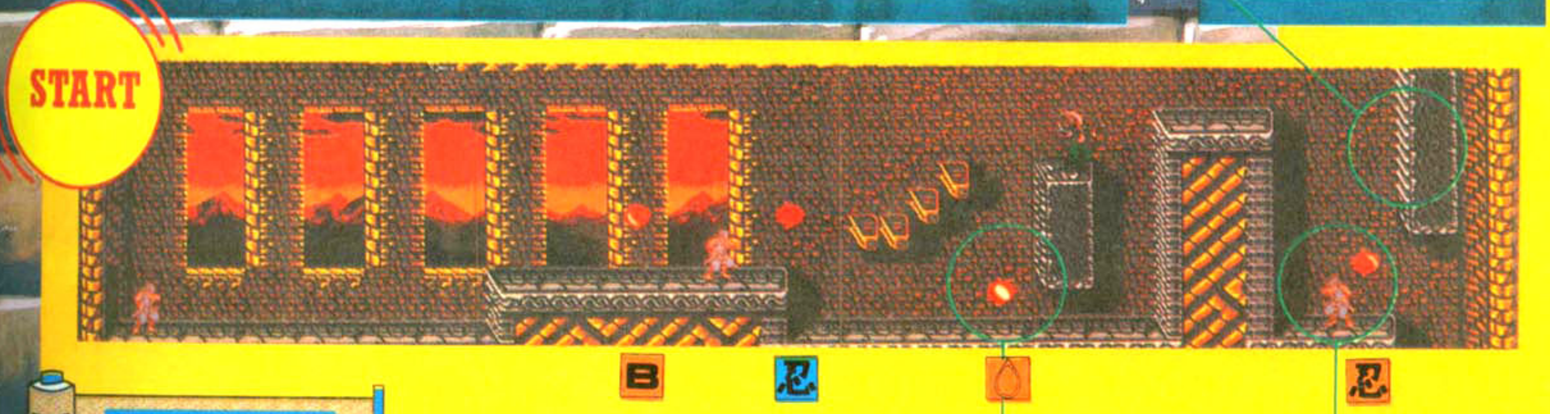
Don't Bite The Bullet

As soon as you jump this gap, get ready to dodge Sniper Joe's shot. Once you've avoided being hit, move in and get him!



Next Stop: Second Floor

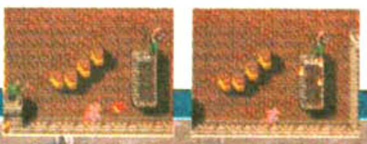
As always, use ladders to advance to the next part of an area.



ACT-III Area 2

Heat Up The Place

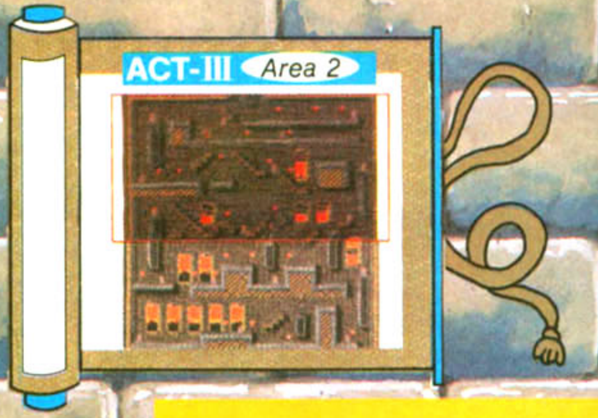
Fight your way to this Art Of Fire Wheel and use it as soon as you've collected it. If you have some ghost doubles with you, it should wipe out all the enemies here!



Charge Up Your Ninja Power

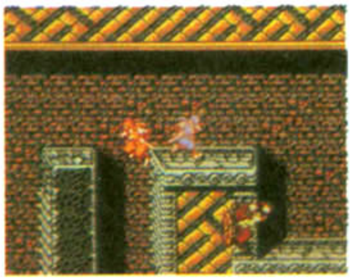
Make a short detour before you go to the next floor. Cut open this Crystal Ball to get the Maximum Ninja Power inside.

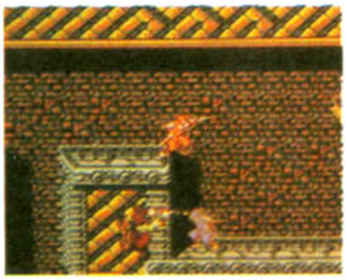
Area 2
ACT-III

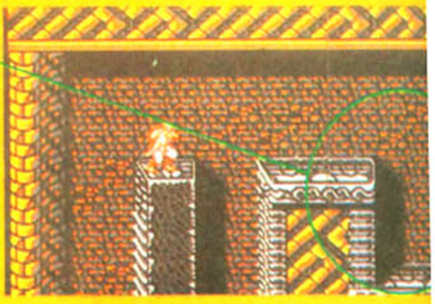


Fake Out Clone Malth

When the Clone Malth appears, go back and forth on the upper platform until he rushes the wall. As soon as he tosses his bolt, jump over him and attack from behind. You can also run to the right to avoid him.

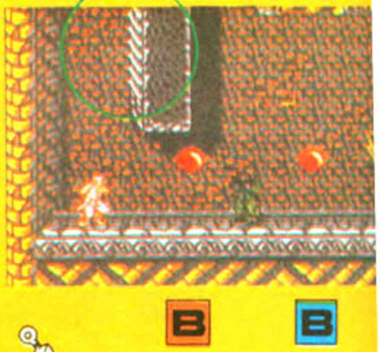






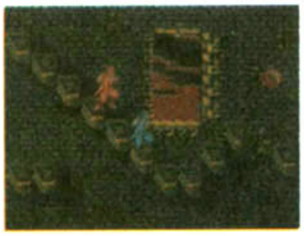
Ladders Everywhere!

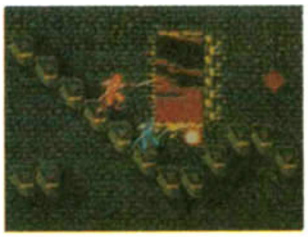
This ladder leads to the dangerou fourth floor of the tower. From there it's on to the roof!



One Step At A Time

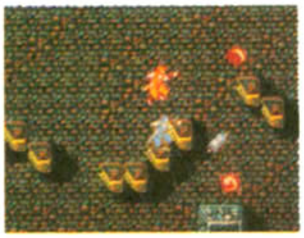
Go to the second step from the bottom on the left side and take out Harpy. Then go to the second step on the right side and get rid of Jackson. Dodge the Tarantula's poison and knock it down with a Ninja art or jumping sword thrust.





Scroll Time

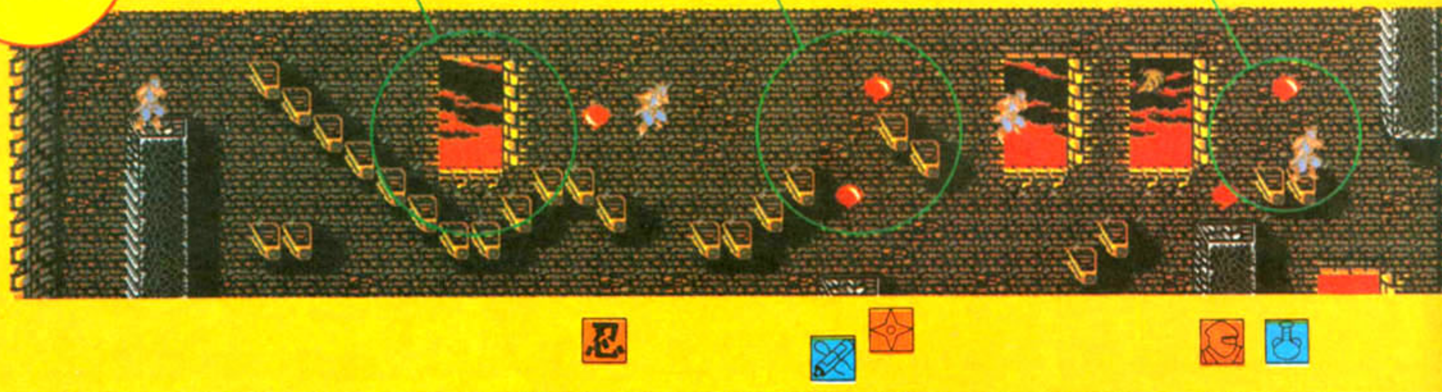
If you stand your ground when you see a Harpy coming and don't advance until you have eliminated it, you should make it through here. Don't miss the Scroll—it will raise your maximum Ninja Power to 60!



Don't Miss The Medicine!

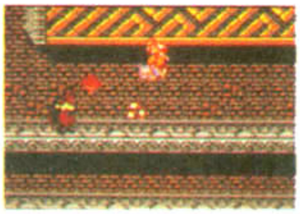
Bind your wounds with the Medicine for Recovery.

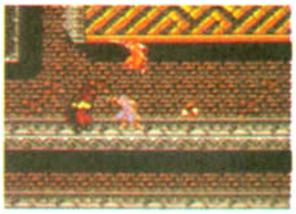
ACT-III
Area 2
CONTINUED



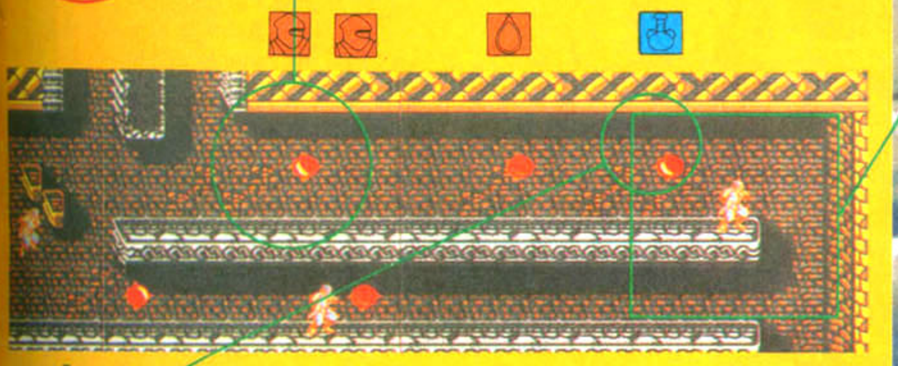
Another Malth Look-Alike

You'll have to do some quick jumping to avoid being hit by Malth here. If you have plenty of Ninja Power, go ahead and use an art on him. Eliminate the Jackson that's following you from the right before you go for the ladder.



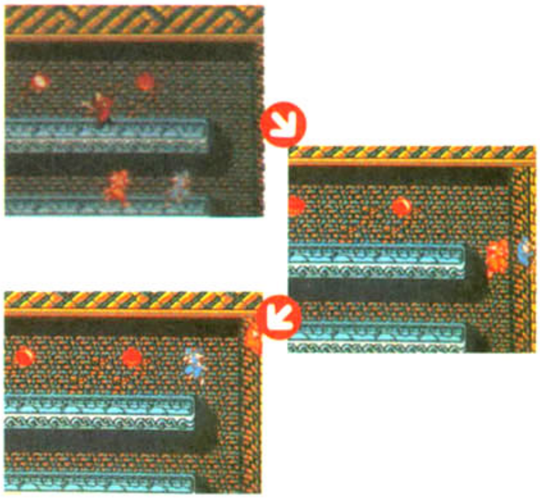


TO AREA 3



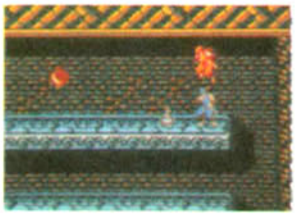
Back Track

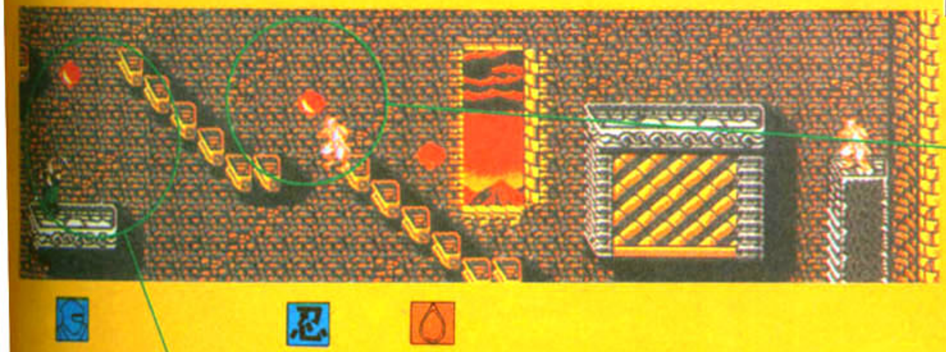
Run for this wall, leap and climb quickly. The Jacksons that were following you will fall to their doom. Get on the upper platform and go left towards the ladder.



Take That Medicine

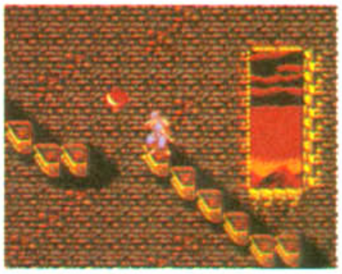
Even if your Strength Meter is full, collect the Medicine anyway, as each bottle is worth 300 points.

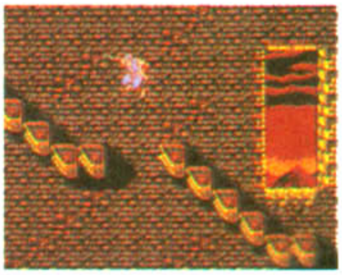




Jump And Collect

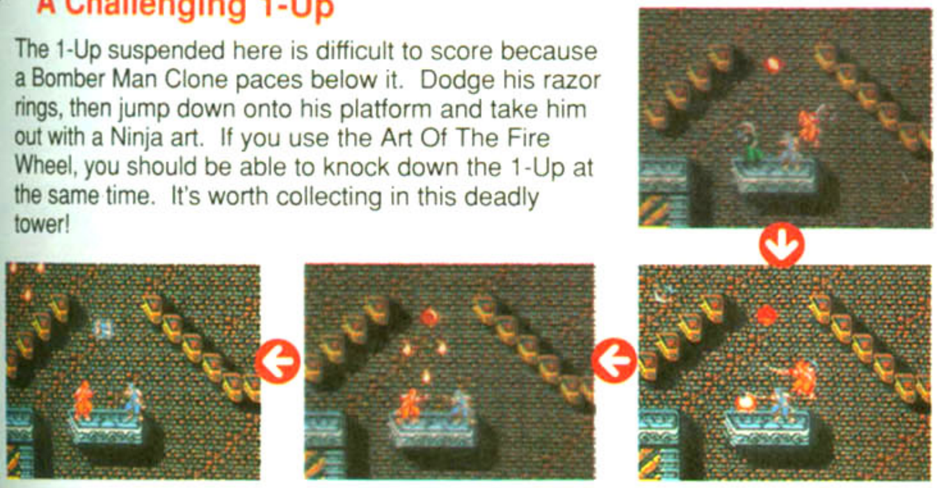
Don't let it slow you down, but be sure to collect the Blue Ninja Symbol here by jumping and slashing mid-leap.





A Challenging 1-Up

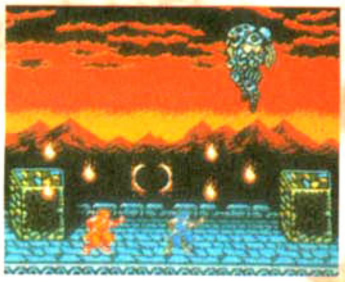
The 1-Up suspended here is difficult to score because a Bomber Man Clone paces below it. Dodge his razor rings, then jump down onto his platform and take him out with a Ninja art. If you use the Art Of The Fire Wheel, you should be able to knock down the 1-Up at the same time. It's worth collecting in this deadly tower!

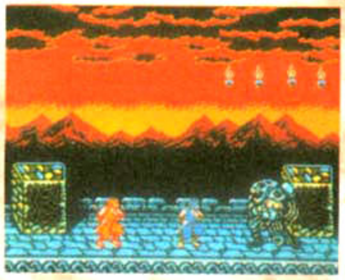


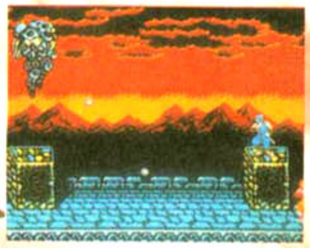
Area 3

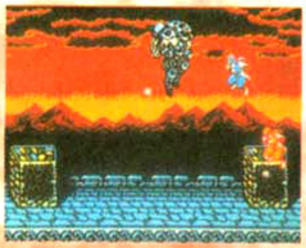
ACT-II

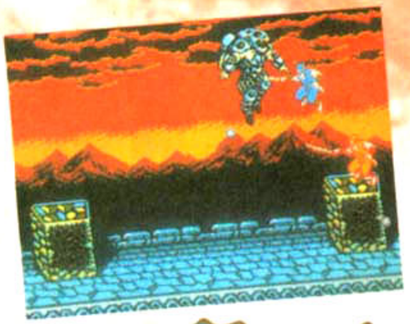
On the roof of the Tower Of Lahja, Funky Dynamite flits about, programmed to destroy anyone who makes it this far. This amazing cyborg can only be damaged while it's in the air, making it vulnerable to the Art Of The Fire Wheel. Cut loose with this art if you have it. You can also jump and slash at him in mid- air, but this is difficult to do without taking damage yourself.





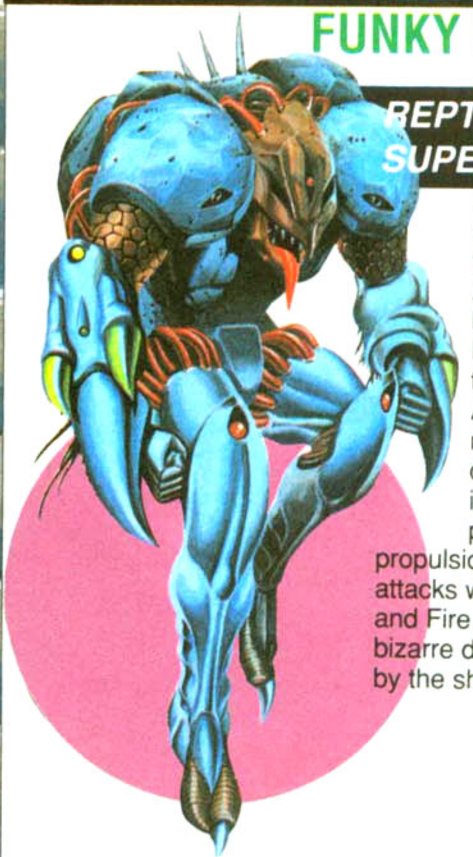






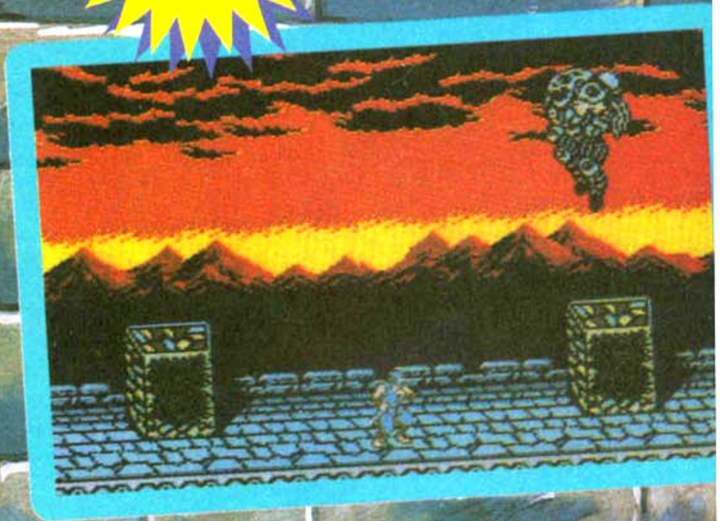
FUNKY DYNAMIT

REPTILIAN SUPER CYBORG



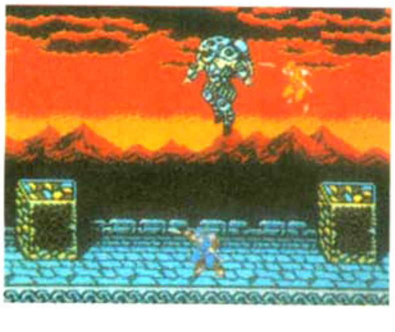
Science and sorcery are the twin tools used by Ashtar in forging his evil schemes. Funky Dynamite, the result of Ashtar's experiments with bionic cyborg technology, is equipped with a powerful rocket propulsion system and attacks with Throwing Stars and Fire Bombs. His bizarre design was inspired by the shape of a lizard.

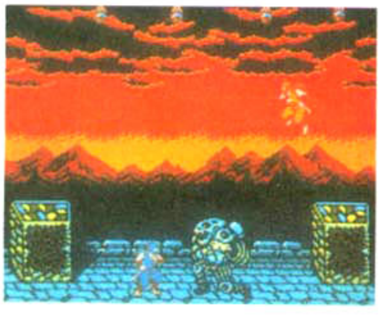
Area Guard

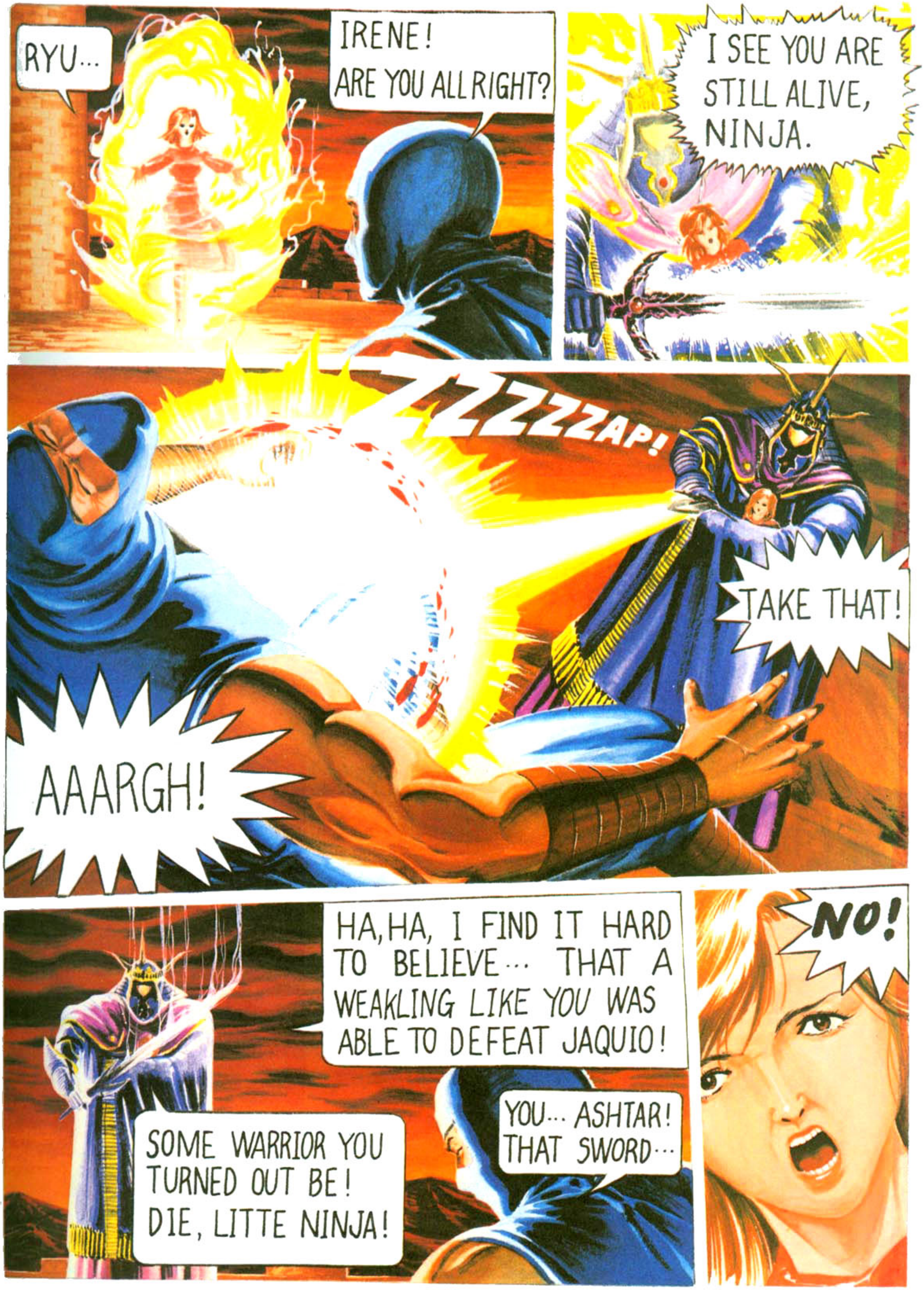


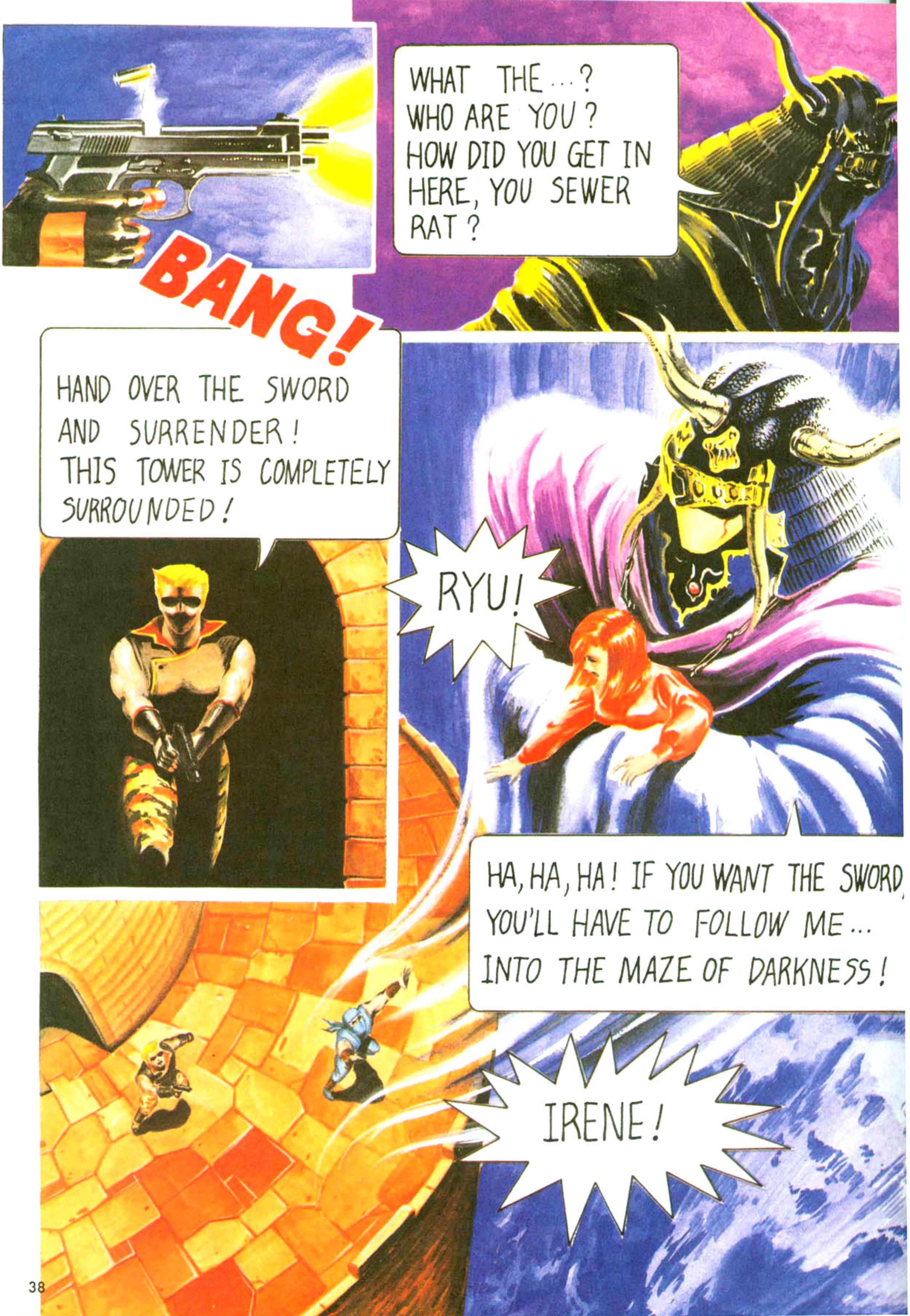
Two Swords Are Better Than One

Funky can also be attacked effectively with phantom doubles. If Ryu jumps, upon landing his doubles will be suspended in mid-air above him where they can attack Funky Dynamite as he flies. The trick is to avoid taking damage while letting the ghosts do the work.



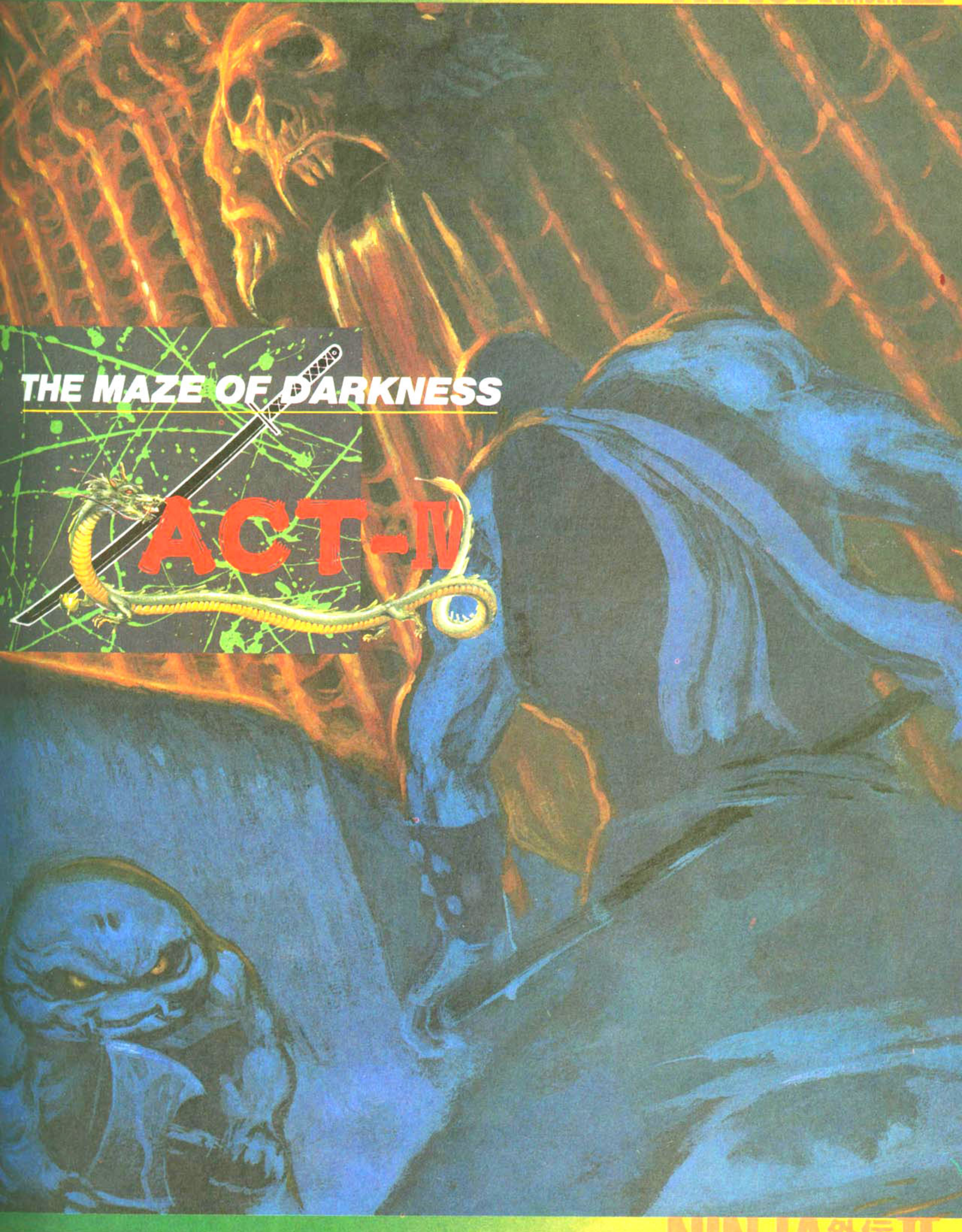



RYU...
IRENE!
ARE YOU ALL RIGHT?
I SEE YOU ARE STILL ALIVE, NINJA.
ZZZZZAP!
TAKE THAT!
AAARGH!
HA, HA, I FIND IT HARD TO BELIEVE... THAT A WEAKLING LIKE YOU WAS ABLE TO DEFEAT JAQUIO!
YOU... ASHTAR! THAT SWORD...
SOME WARRIOR YOU TURNED OUT BE! DIE, LITTE NINJA!
NO!


BANG!
WHAT THE...? WHO ARE YOU? HOW DID YOU GET IN HERE, YOU SEWER RAT?
HAND OVER THE SWORD AND SURRENDER! THIS TOWER IS COMPLETELY SURROUNDED!
RYU!
HA, HA, HA! IF YOU WANT THE SWORD, YOU'LL HAVE TO FOLLOW ME... INTO THE MAZE OF DARKNESS!
IRENE!

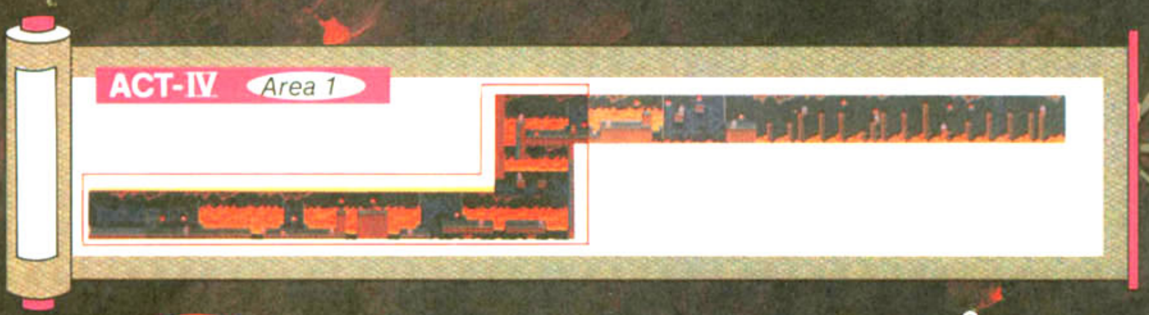
THE MAZE OF DARKNESS

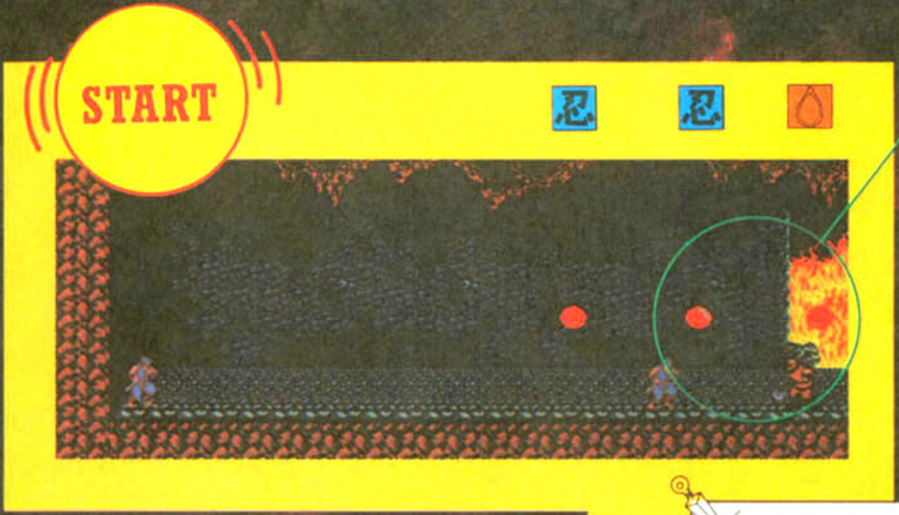
ACT-Ⅳ



Area 1
ACT-IV

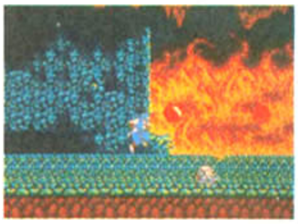
Beneath the dreadful Tower Of Lahja is tunneled the Maze Of Darkness. Penetrating into the heart of the mountain on which the tower stands, the maze is lit by mystical fires from the realm of chaos and is crawling with killer creatures. Although the first part of the Maze is relatively easy, as you progress you'll encounter some frustrating pillar jumps. Be sure you've mastered all your techniques; now is where complete mastery will pay off.





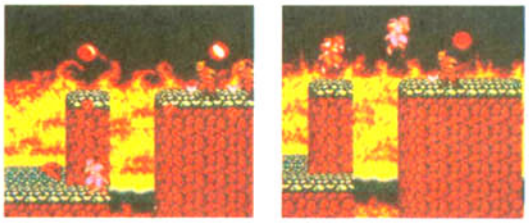
Goblin's Eye Is On You

Bounding up to you like a playful puppy, the Goblin's Eye attacks in a frenzy of tentacled terror. If you don't get him quickly, he can cause a lot of damage.



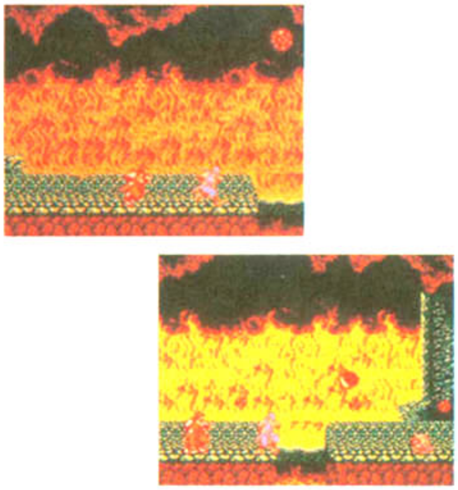
Climb When The Coast Is Clear

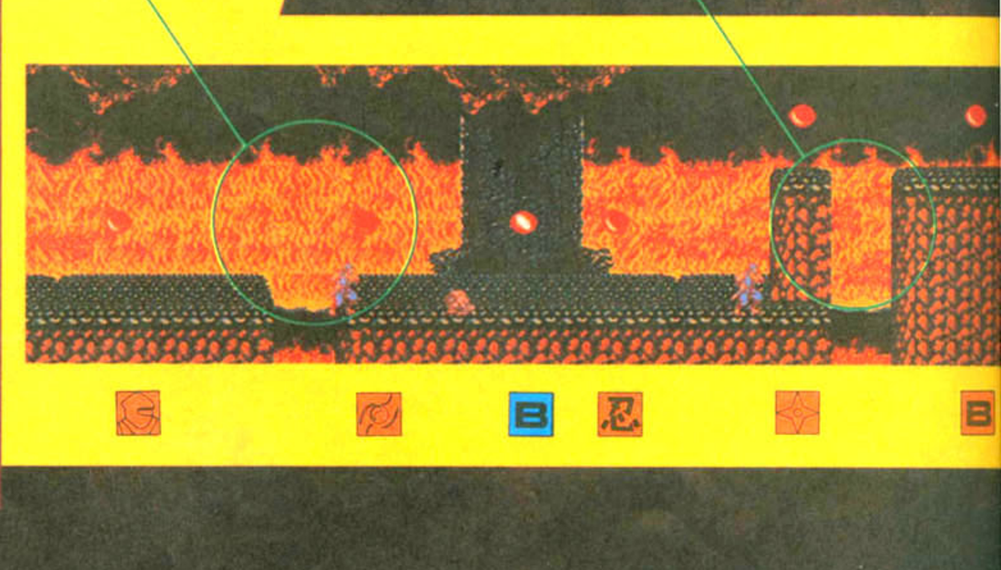
Eliminate the attacking Oblis before you attempt to climb and advance.



Psychic Brain Headache

At this point, a Psychic Brain will fly out of the fire and attempt to bombard you. Psychic Brains will blast out of many of the fiery pits in this area— be on the lookout!

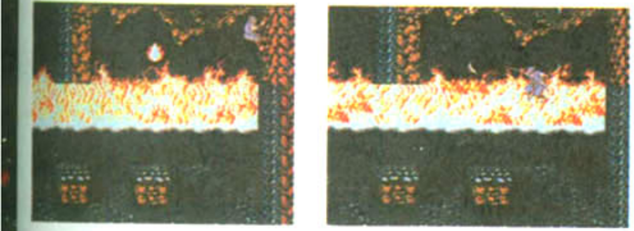




Robert catches Ryu in time to see Ashtar make off with Irene. Since Robert knows what's behind Ashtar's plot, Ryu has a chance to ask him a few questions about Ashtar's sword. Robert knows the legends behind the Dark Sword Of Chaos, and tells Ryu that Ashtar's sword has not yet reached the peak of its power. Ryu must stop him before the evil sword is fully powered!

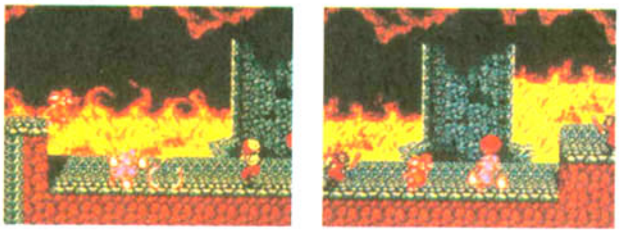
Aerial Combat

Climb to the top of the right wall, and when the Will-O-Wisp is about three sword lengths away, jump and stab in mid-air. You'll defeat the Wisp and land safely on the platform.



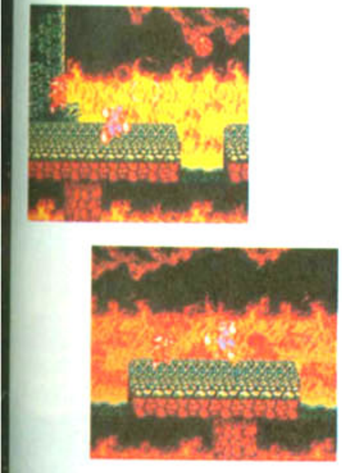
It's Not Always Possible To Dodge Rocks

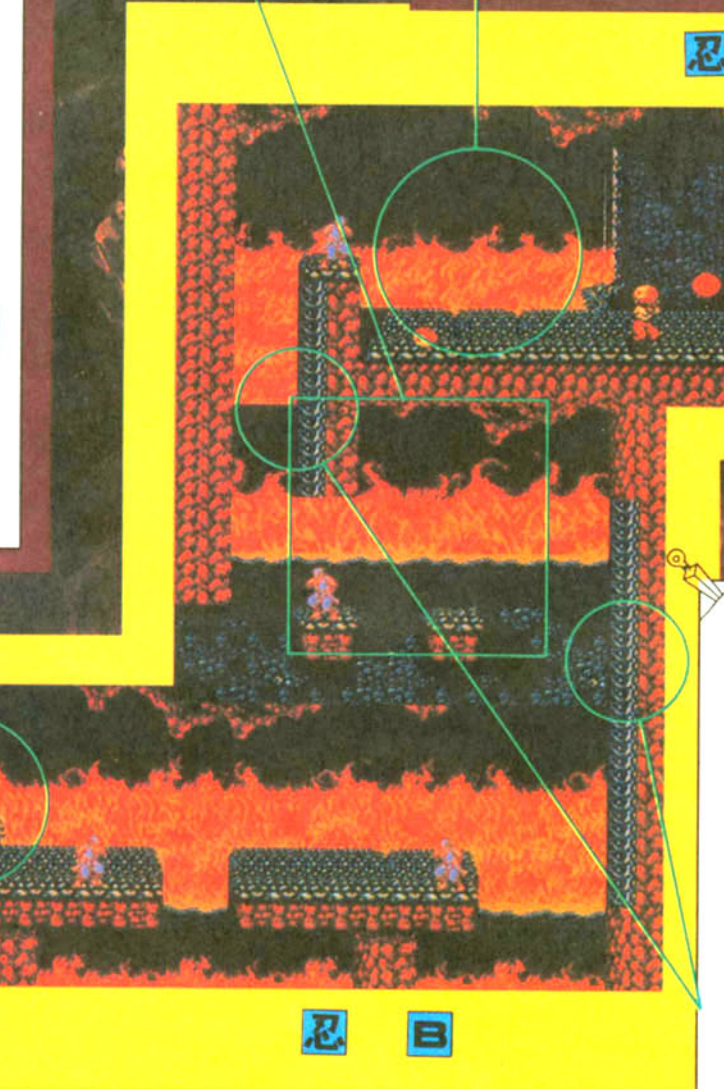
This Rockman is a real hinderance. Use the Invincible Fire Wheel if you have a lot of Ninja Power, otherwise you'll probably take a hit as you try to get him.



Invincibility Has Its Privileges

Activate the Invincible Fire Wheel and rush through this area while you're under its protection.

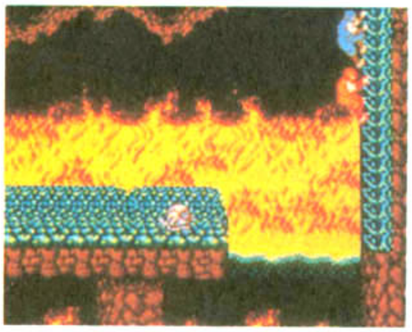




TO NEXT PAGE

Make A Quick Getaway

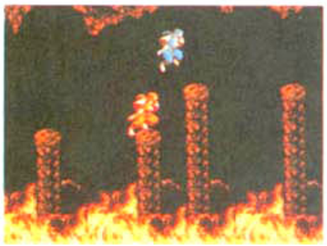
Climb quickly and the Goblin's Eye will go down in flames.

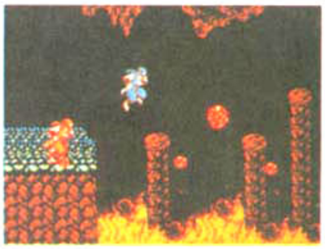


Area 1
ACT-IV

Challenging Columns

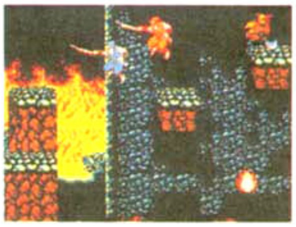
These columns are among the most daring obstacles Ryu has faced. You may not fall into the gap if you miss a jump, but you will end up clinging to the side of a pillar, and enemies will attack while you try to get back up on top. Use the quick kickoff method!





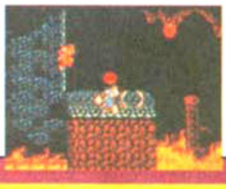
Don't Pass The Scroll

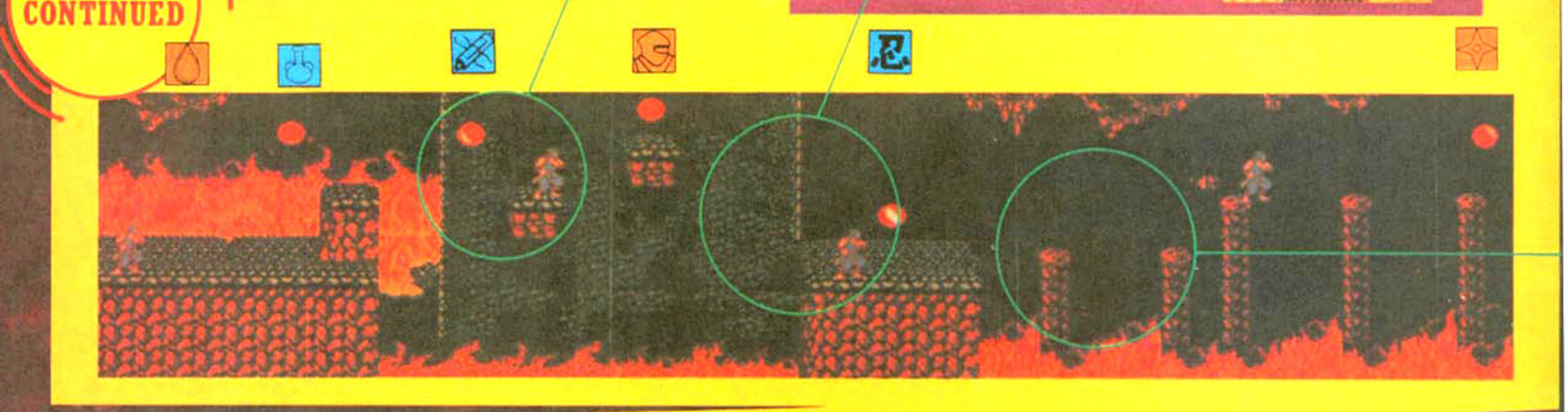
To get the Scroll, make your way to the first platform, then backtrack, cutting free and catching the Scroll as you leap.

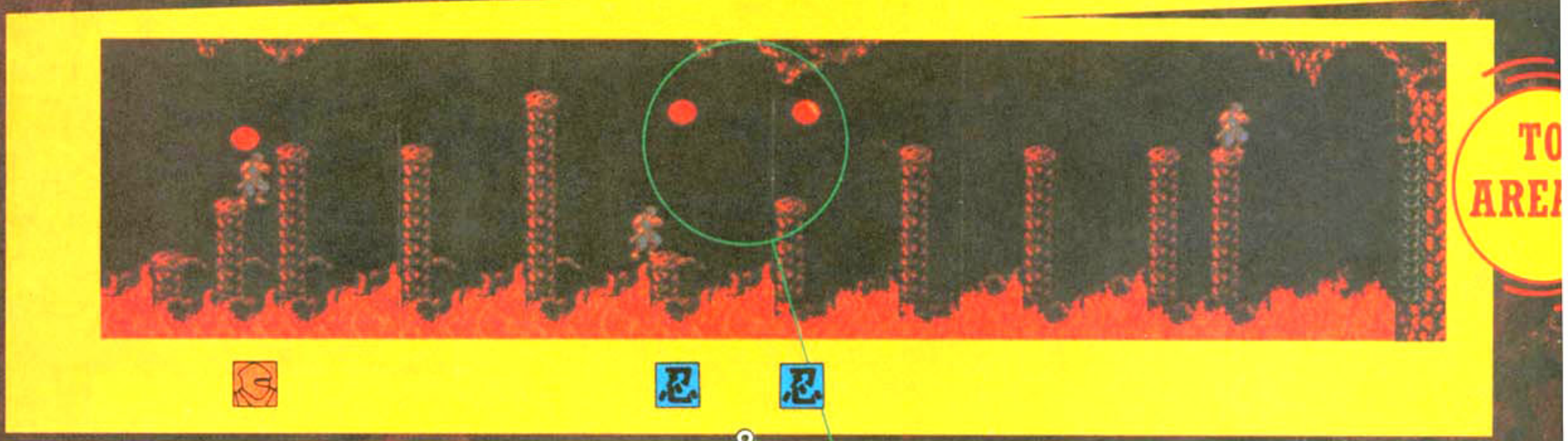


Hope You Still Have Ninja Power

When you make it to the second platform, activate the Invincible Fire Wheel and run right to send your enemies to their defeat.

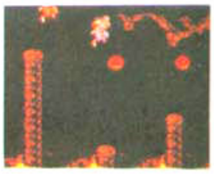


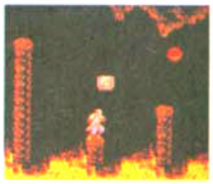


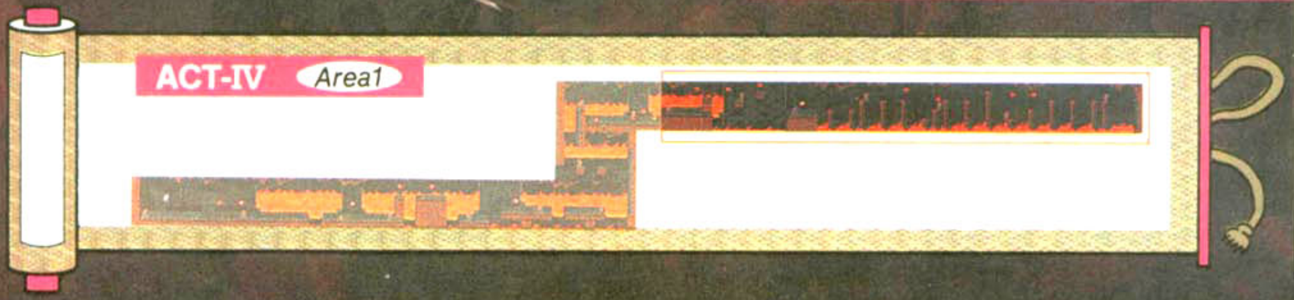


Don't Get Distracted

Delays can be costly while jumping from pillar to pillar, but pause to collect the Ninja Power-Ups!







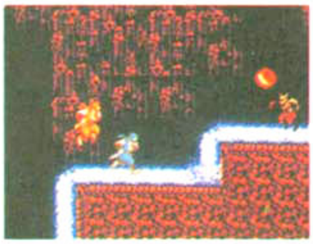
Area 2

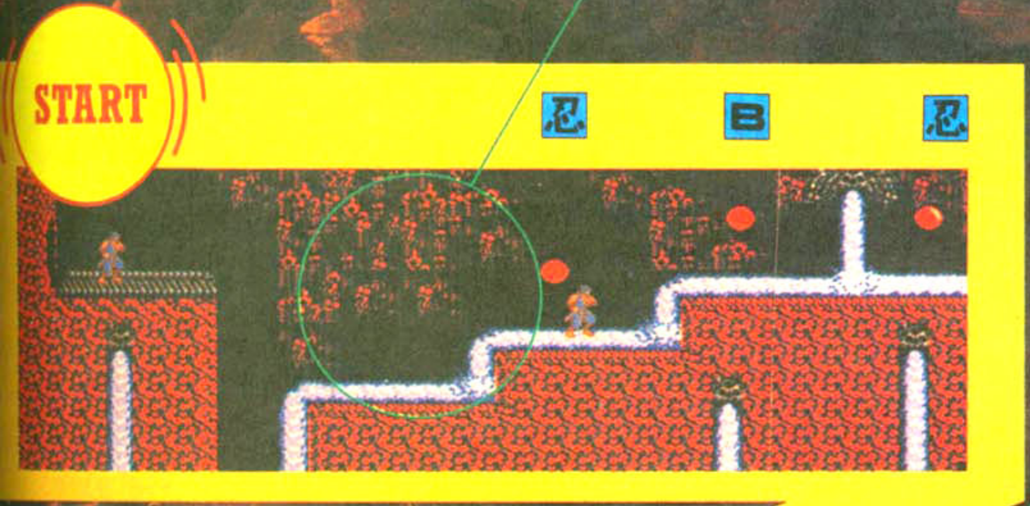
ACT-IV

Deeper in the Maze Of Darkness, Ryu finds strange rivers which originate from the mouths of bizarre statues. The blue substance flows like water and can carry you along like some sort of liquid magic carpet. Treacherous jumps and perilous platforms also await Ryu's challenge!

What Is This Stuff?

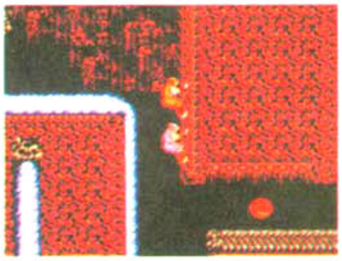
his bizarre blue substance s like nothing in the real vorld; it must be from the Vorld of Chaos!





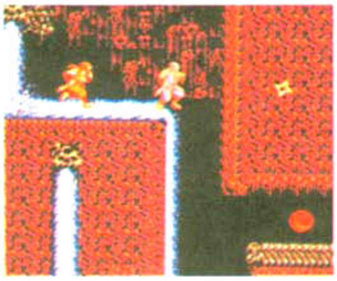
Watch That Last Step

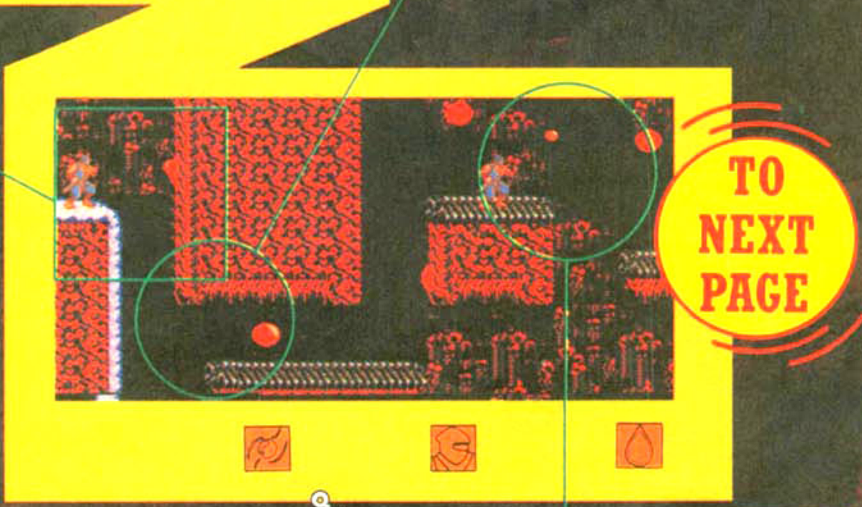
When you reach the bottom of this wall, hold Down and Right on the Control Pad to make the leap to the right platform.



Use The Windmill And Dive!

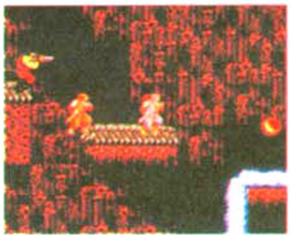
Activate the Windmill Throwing Star and then climb down. If you climb fast enough, the Windmill will continue to clear out all the enemies here.

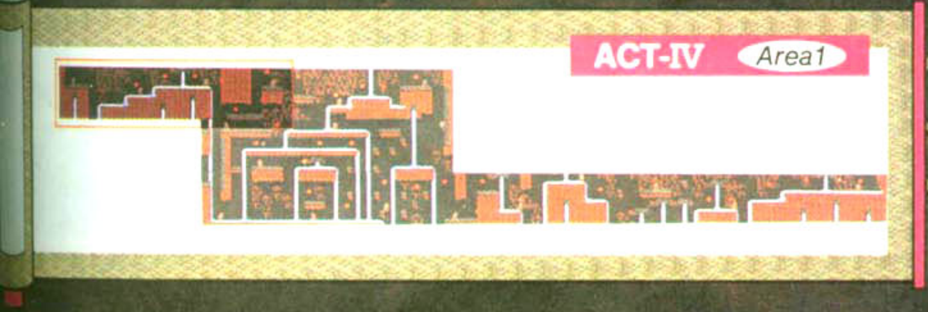




Beware The Barbarian

Don't jump this gap until the Barbarian on the lower platform is out of the way. Then watch out for Hustlin' Jim behind you.

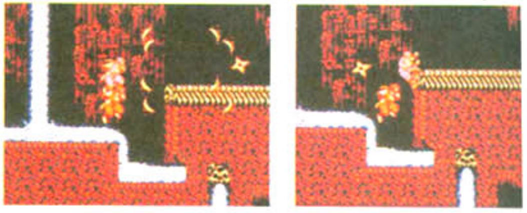




Area 2
ACT-IV

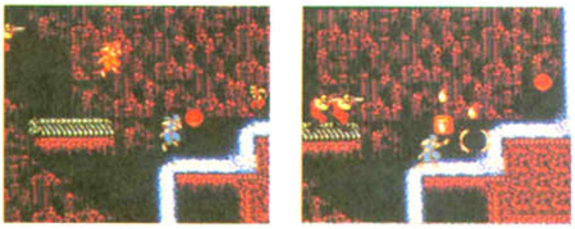
The Wild Windmill

Launch the Windmill as soon as you get it, and you shoul wipe out all the enemies in the vicinity of the ladder if you move fast enough.



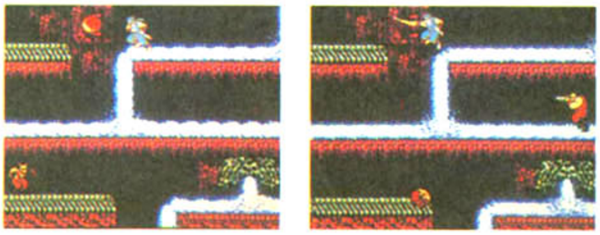
Take It Easy

Even small jumps can be treacherous when you're fighting the current along with the enemies. The Art Of The Fire Wheel will clear the way for you to proceed more easily.



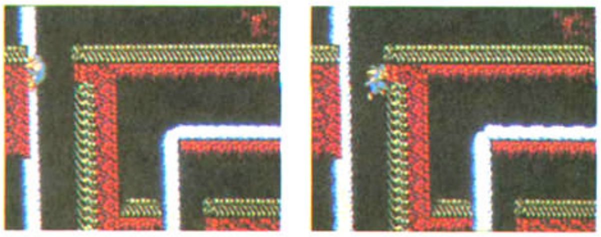
Power-Up Opportunity

You may as well grab this Ninja Power-Up. It's easier to collect if you first jump to the left side and then go back, cutting and catching it in mid-air, but you can do it either way.



Don't Follow The Waterfall

You can climb on the left side here as you make your way down, but you won't be able to go all the way down on the waterfall, so jump to the ladder on the right.



ACT
Area
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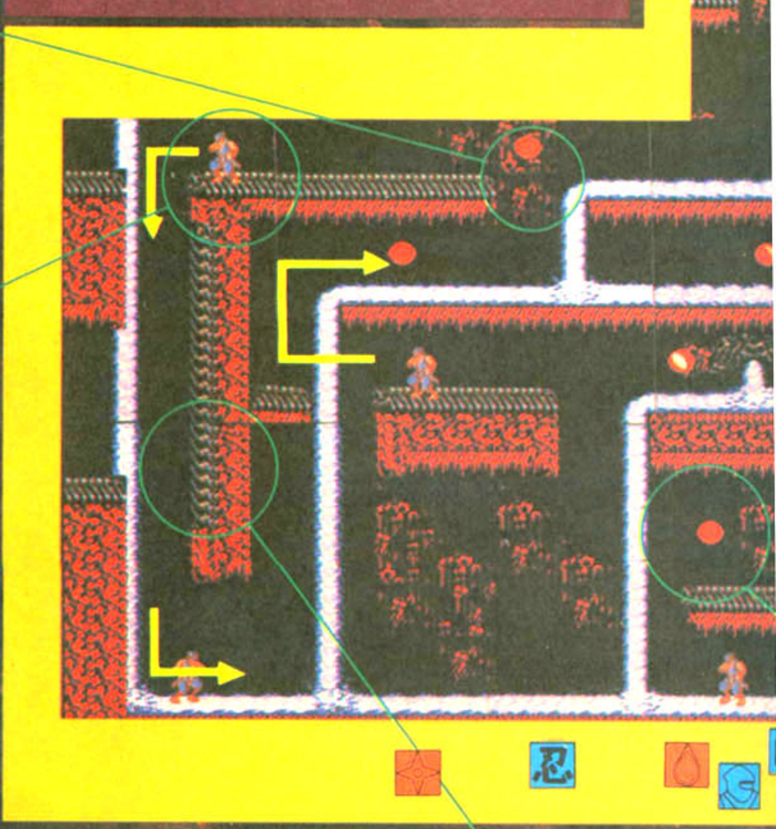
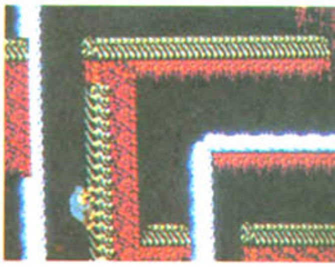
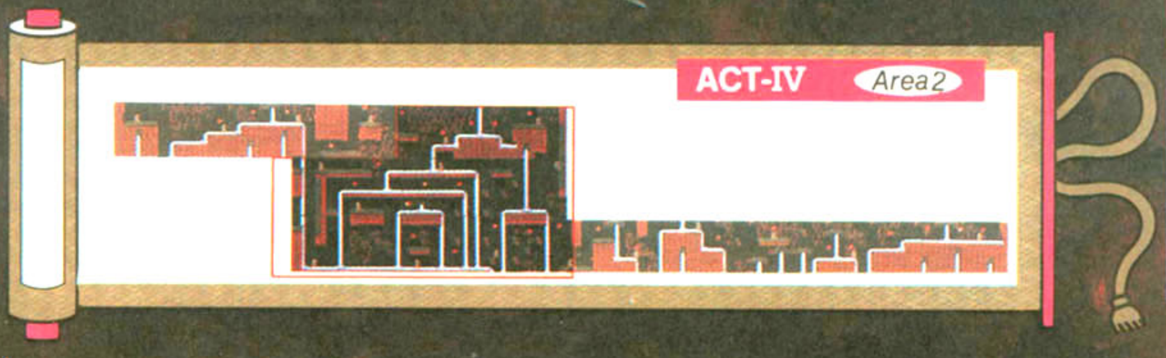


Ladder

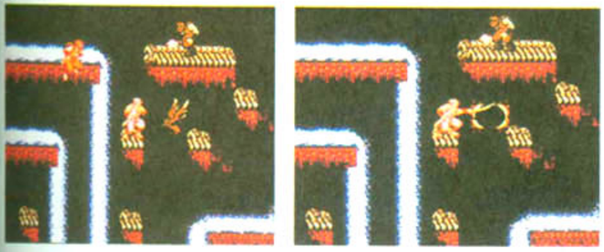
Yes, it leads to the rest of th stage!





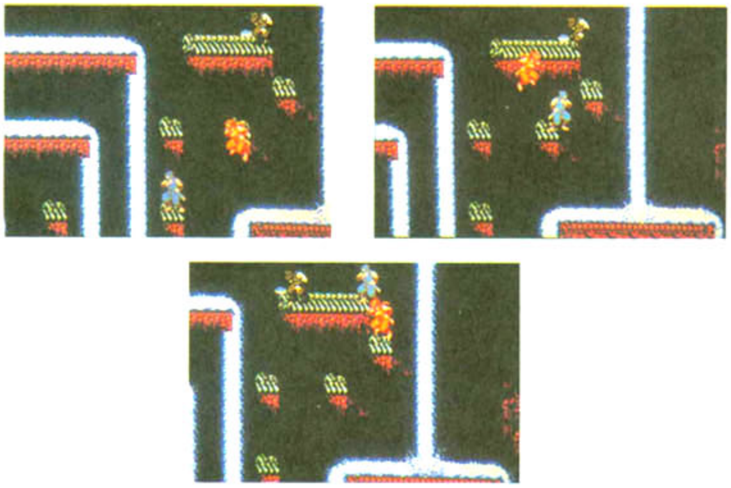
Stand Your Ground

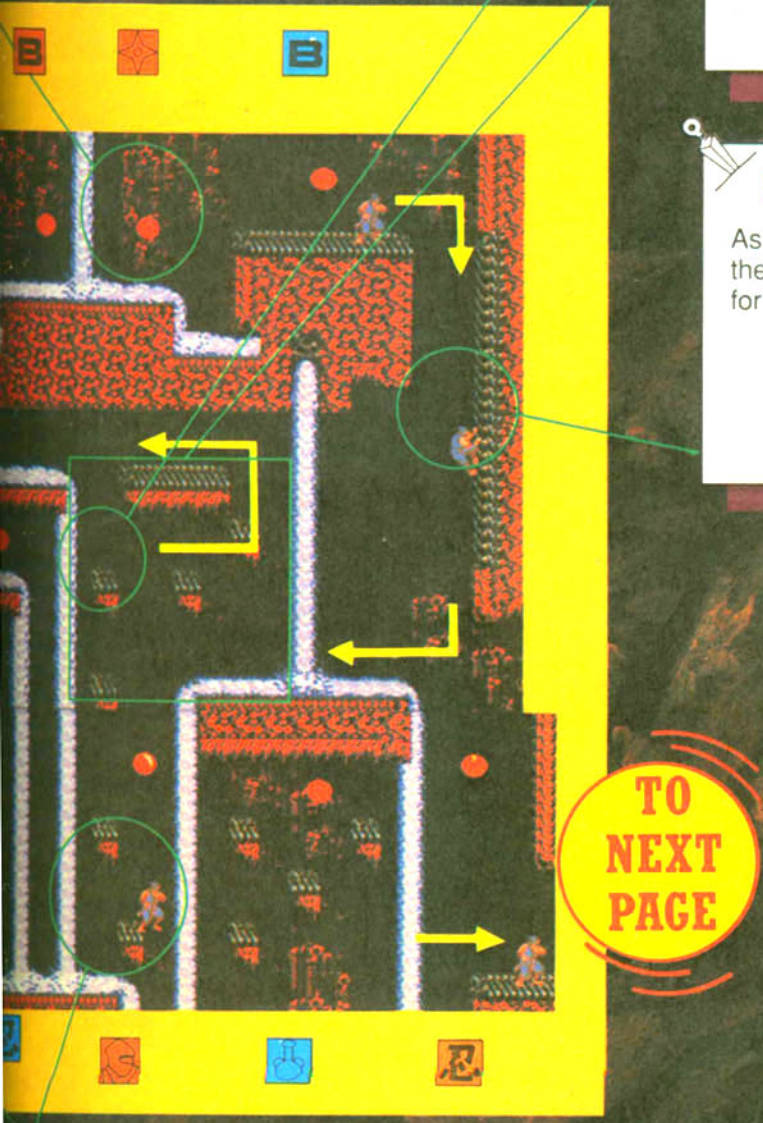
As soon as you jump onto the first small platform on the middle level, a Harpy will swoop down and attack. Stand on this platform and defeat it before you move on. Get rid of the Barbarian above before you go to the upper level.



The Long And Winding Road

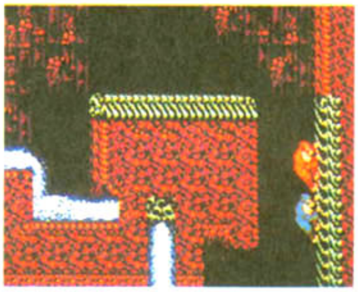
This is another area where you'll have to take a twisting route to advance. Be careful of your footing on these small platforms as you make your way up to the top tier.





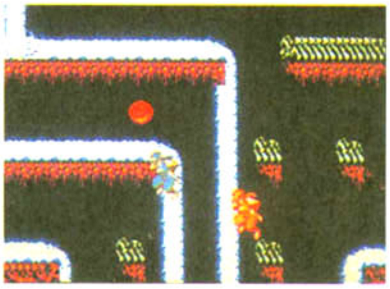
Use The Ladder

As usual, when you reach the end of the line, look for a ladder.



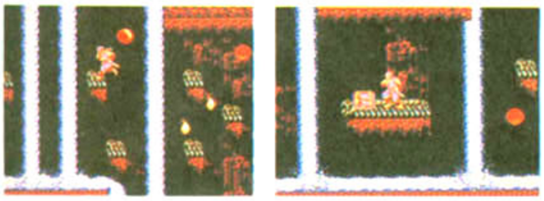
Long Jump, Little Platforms

Since there aren't any enemies attacking at this moment, take your time making this jump, it's kind of tricky.



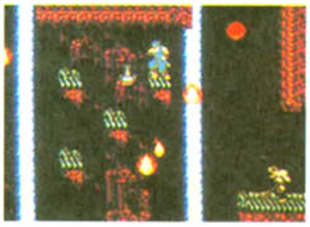
It's A Long Way To The 1-Up!

Follow the trail of small platforms back towards the left and onto the larger platform where the Kuo-Tao paces, guarding a 1-Up. If you collect this 1-Up, then go back up the ladder to the left, when you come back down, the 1-Up will be there again!



Heal Thyself, Ninja

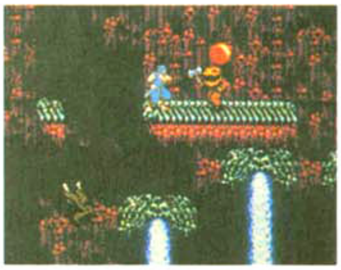
Grab this Medicine Of Healing if you're feeling weak.



Area 2
ACT-IV

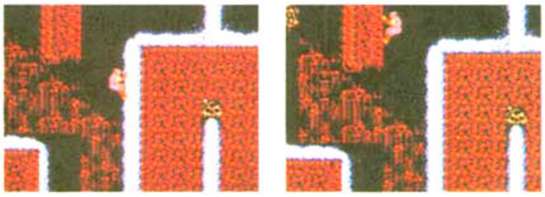
Carve Pumpkin Head Quickly

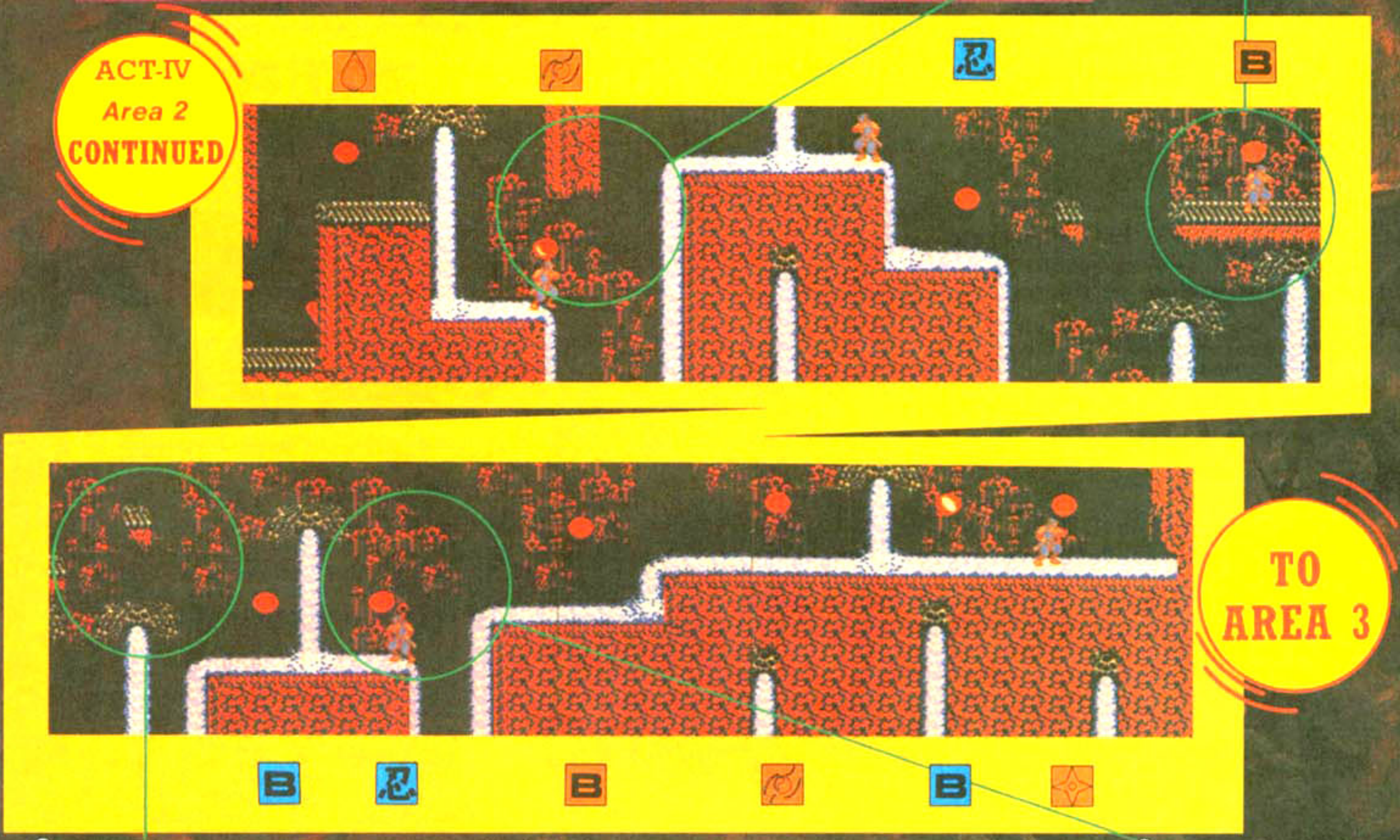
Fry this Pumpkin Head quickly, or else the fire he breathes will knock you into the crevice below.



Climb Against The Current

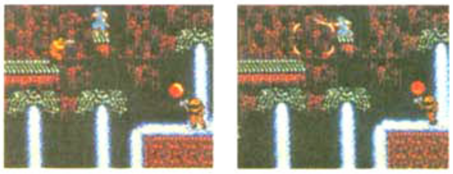
As soon as you jump this gap, press Up on the Control Pad to climb against the raging current of the waterfall.





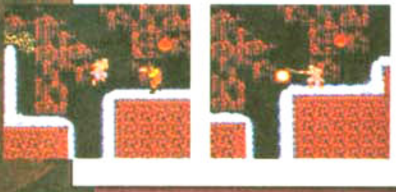
Turn Around At The Right Moment

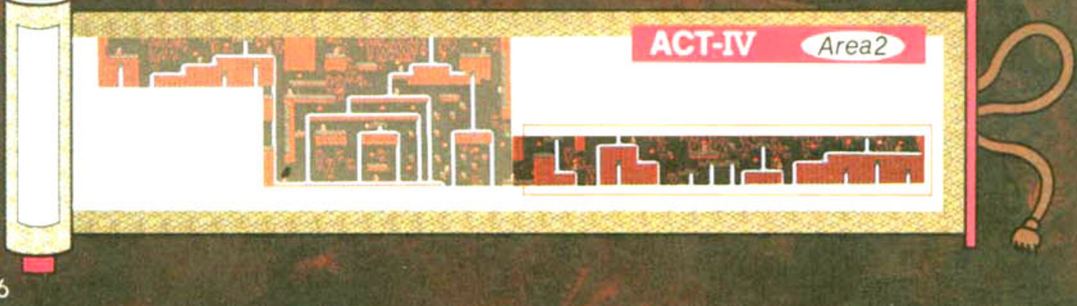
Hustlin' Jim will chase you through this area. When you get to the small platform here, turn around and defend yourself. Then wait until the Pumpkin Heads fall off the cliff before advancing.



The Last Lap

Smash the second Pumpkin Head and go right. Defeat the Hustlin' Jims with your sword and collect the Windmill Throwing Star just before the exit of this area.

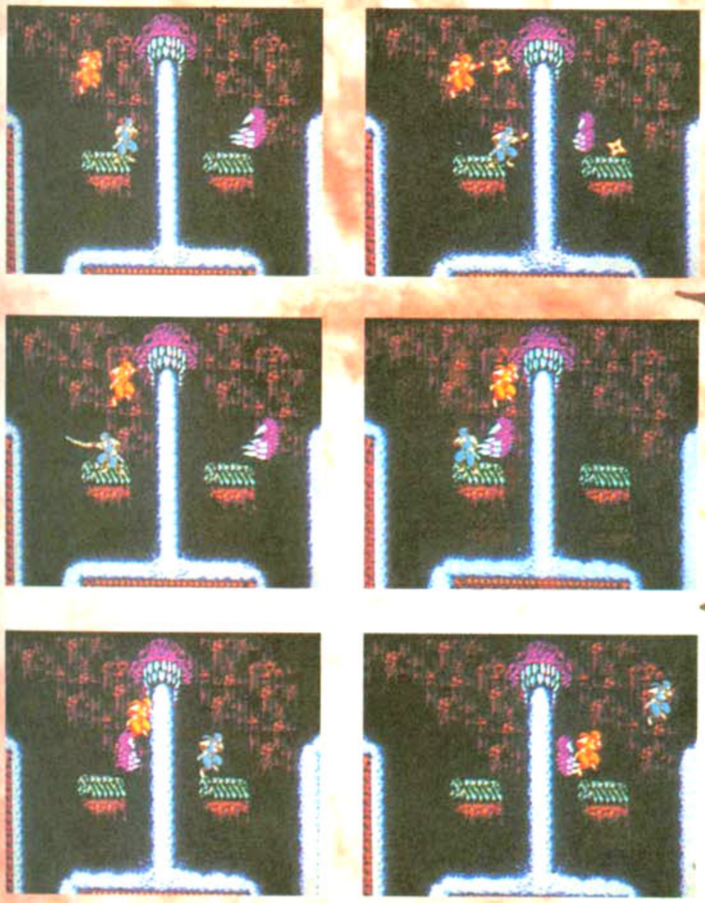




Area 3

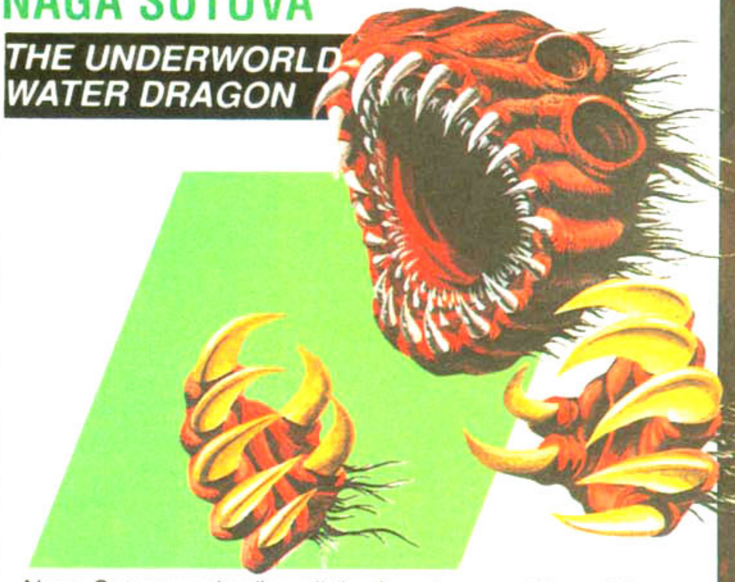
ACT-IV

Only the head of this strange monstrosity is vulnerable, but it is defended by two gigantic clawed hands which reap slowly back and forth beneath it. Although the head can be damaged with Ninja arts, it is just as quick to hit it with sword thrusts, especially using phantom doubles. Stand on the platform opposite of where the monster's hand appears. Then, jump repeatedly, hitting the head with your sword, Ninja art or phantom double. When the other hand appears and reaches for you, jump down to the other platform to avoid it. Repeat this process, scoring two or three hits each time, and you'll defeat it in no time!



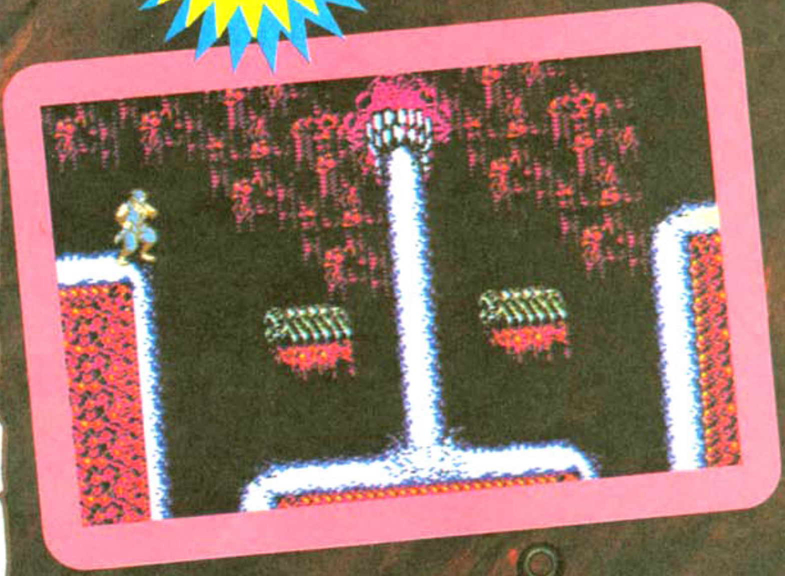
NAGA SOTUVA

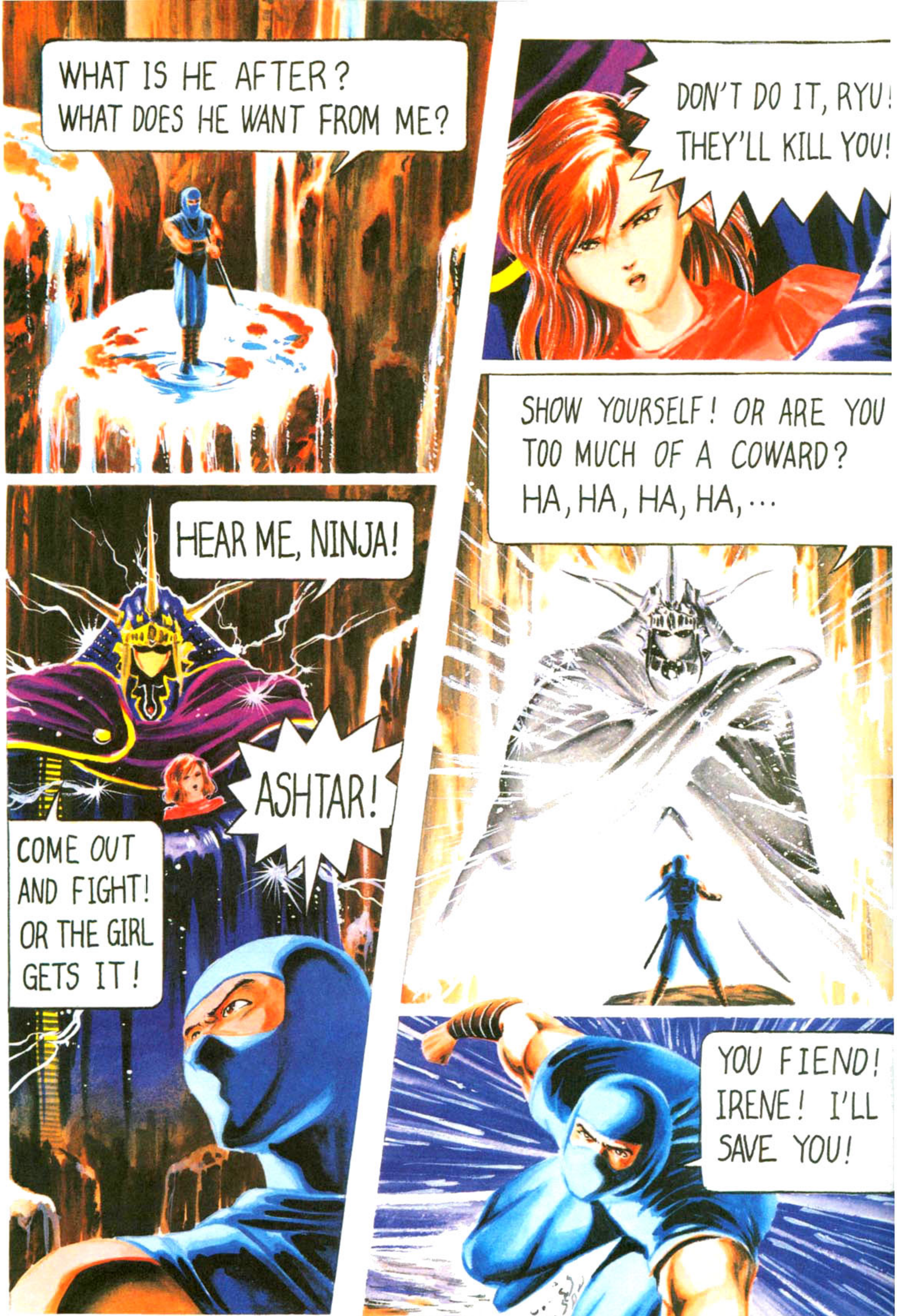
THE UNDERWORLD WATER DRAGON

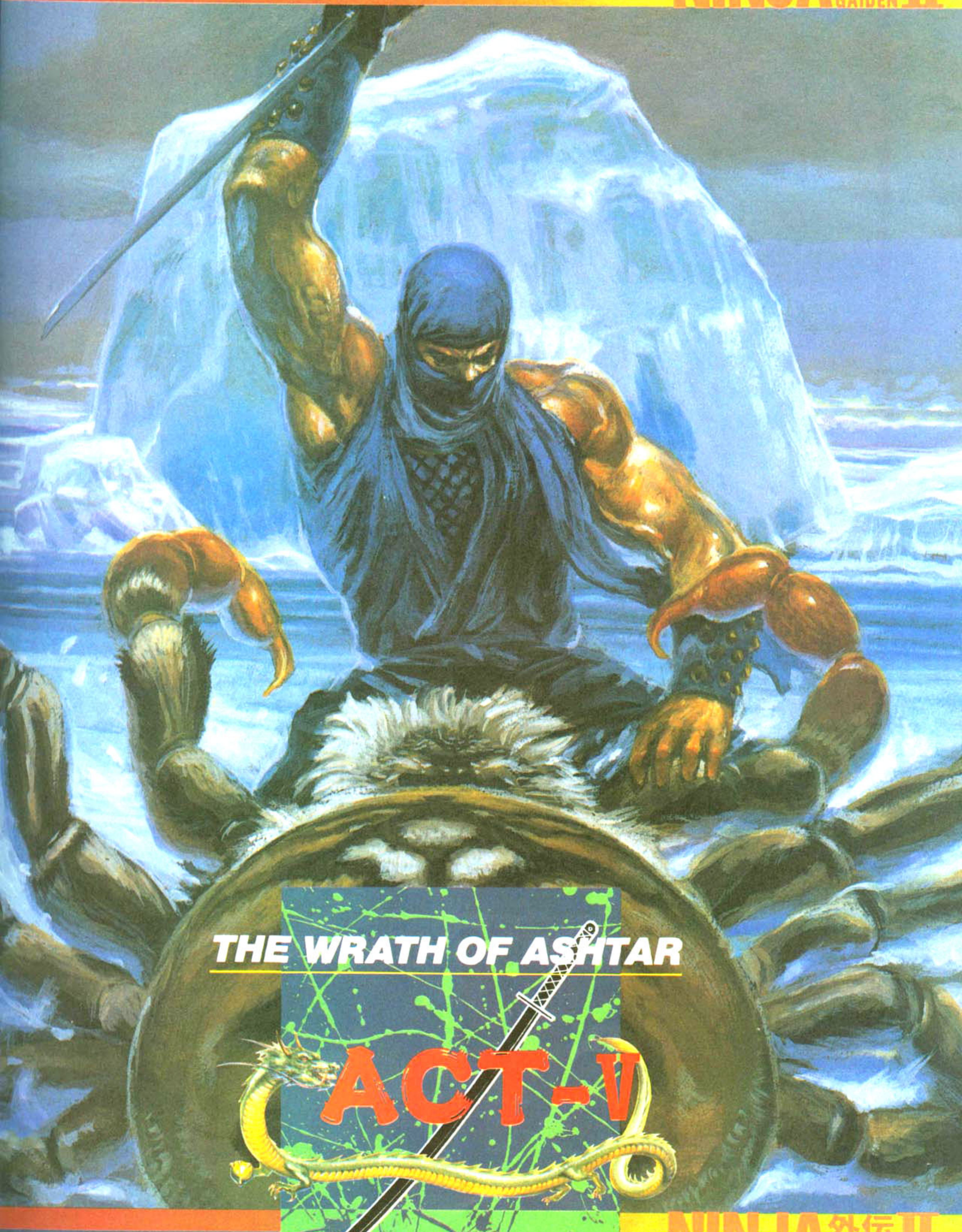


Naga Sotuva embodies all the ferocious qualities of the predatory dinosaurs of prehistoric times. This stationary guardian is all that remains of a dinosaur that somehow wandered into the underworld millions of years ago. Preserved by the cave's proximity to the magical Realm of Chaos, the creature became the guardian of the Maze Of Darkness.

Area Guard




WHAT IS HE AFTER? WHAT DOES HE WANT FROM ME?
DON'T DO IT, RYU! THEY'LL KILL YOU!
HEAR ME, NINJA!
ASHTAR!
COME OUT AND FIGHT! OR THE GIRL GETS IT!
SHOW YOURSELF! OR ARE YOU TOO MUCH OF A COWARD? HA, HA, HA, HA, …
YOU FIEND! IRENE! I'LL SAVE YOU!



THE WRATH OF ASHTAR

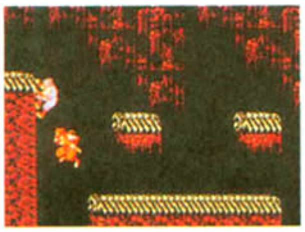
ACT-V

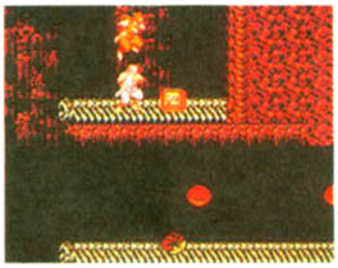
Area 1
ACT-V

You are not through the Maze Of Darkness yet; not by a long run. More diabolical drops and devious deceptions await Ryu. You'll have to use your Ninja arts wisely to conserve your Ninja Power for challenges ahead.

Get The Power .... Ninja Power!

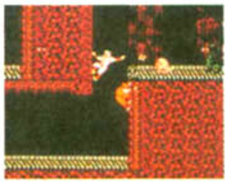
To get a Maximum Ninja Power-Up, go left and climb to the upper platforms, and then go right. A Basaquer Clone will briefly appear, but won't attack you unless you go back towards the left.

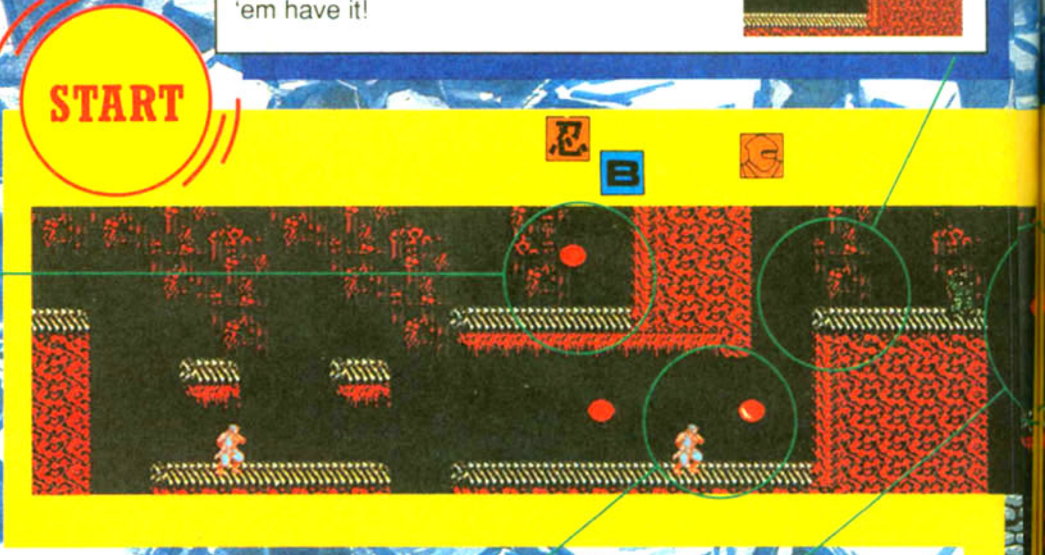




Stealth Attack

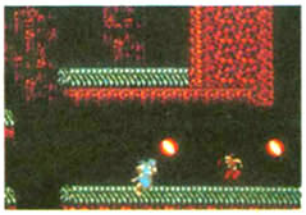
Quickly climb up the wall here so you're just high enough to throw the Shuriken at the Goblin's Eye and Sniper Joe, then let 'em have it!

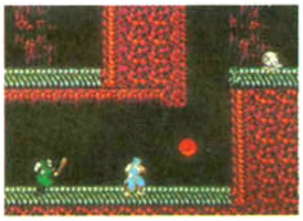


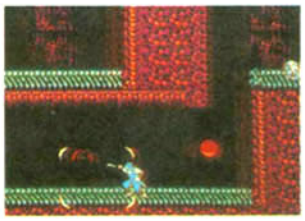


Massive Enemy Attack

Enemies will attack from all sides here— A Running Stan, Killer Bat and Rolpher. Cut your way through the crowd, and climb the wall to escape.

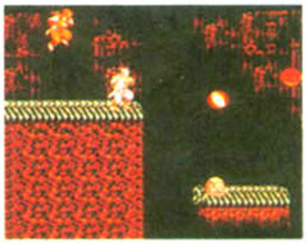


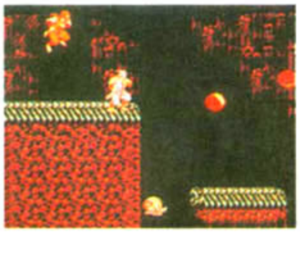


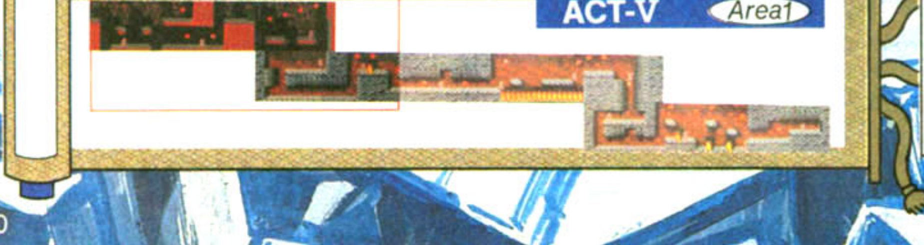


Goblin's Eye Takes A Plunge

Stand just on the corner here and take a breather. The Goblin's Eye will impatiently leap into the pit after a few moments. That's your cue to continue onward.

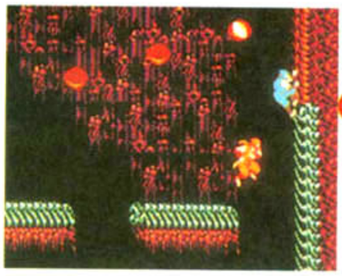


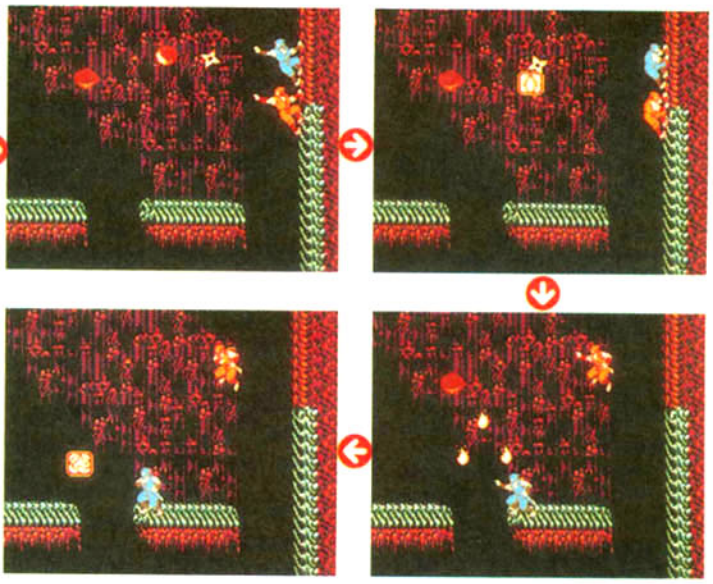


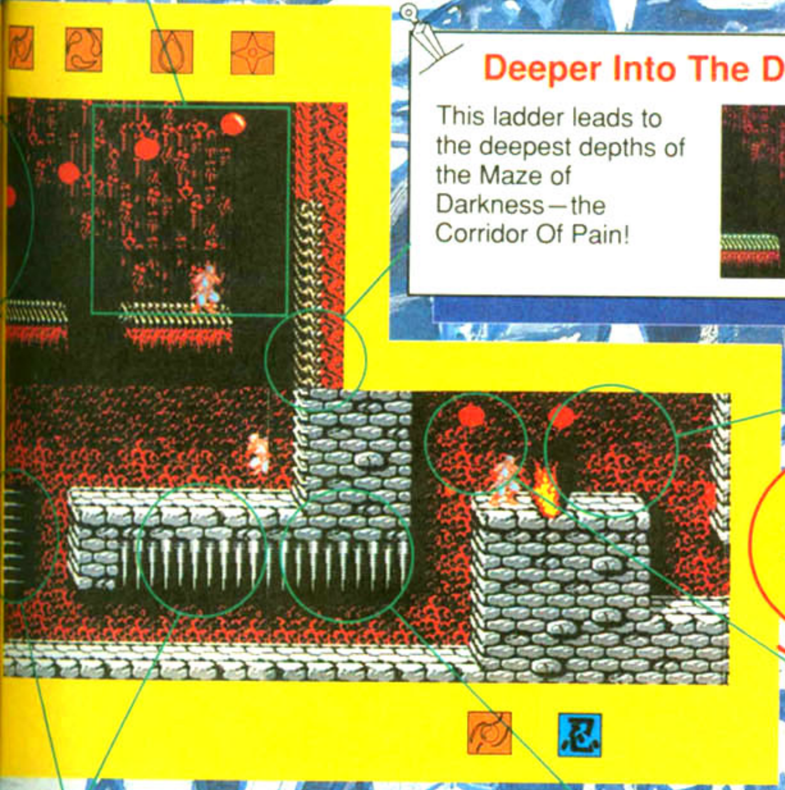


Which Art Would You Like?

In most cases, the Ninja art of choice is the Invincible Fire Wheel. This mighty power is in the third Crystal Ball from the right. To get it, you'll need to use another art to shoot down the Invincible Fire Wheel, and then catch it in mid-air. One sequence that works is to collect the Windmill Star, use it to knock down the Art Of Fire Wheel, then use the Art Of Fire Wheel to get the Invincible Fire Wheel. Do not collect any other arts once you get the Invincible Fire Wheel, or you'll lose it!

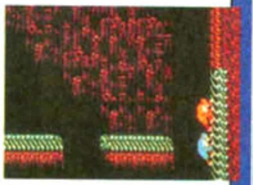






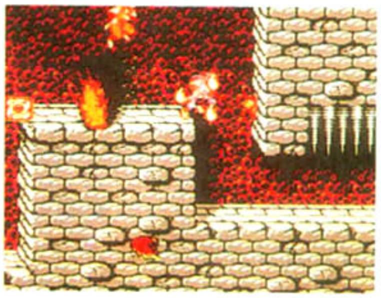
Deeper Into The Depths!

This ladder leads to the deepest depths of the Maze of Darkness—the Corridor Of Pain!



Ready, Steady, Go!

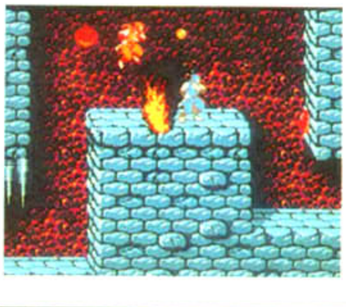
After you jump this flame, activate the Invincible Fire Wheel and run to the right as fast as you can.



TO NEXT PAGE

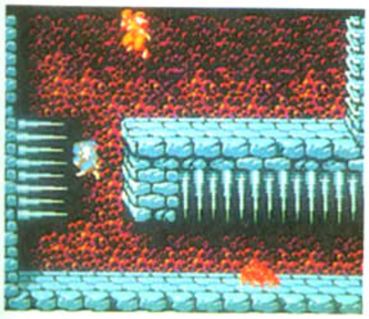
Do Not Collect This Item

You'll want to avoid cutting open the first Crystal Ball here. Stick with the Invincible Fire Wheel. However, by all means get the second one— it contains a Ninja Power-Up.



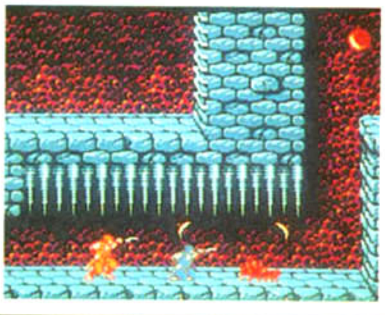
Lethal Spikes

Although Ashtar has very odd taste in interior decoration, these stickers aren't for looks, they're deadly!



Hark! It's The Dark Carriers

A trio of Dark Carriers will drop down here, but don't worry, they are slow and easily destroyed. Just kneel and slice.



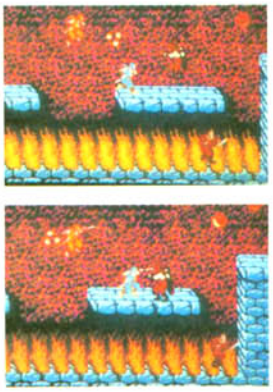
ACT-V
Area 1
CONTINUED

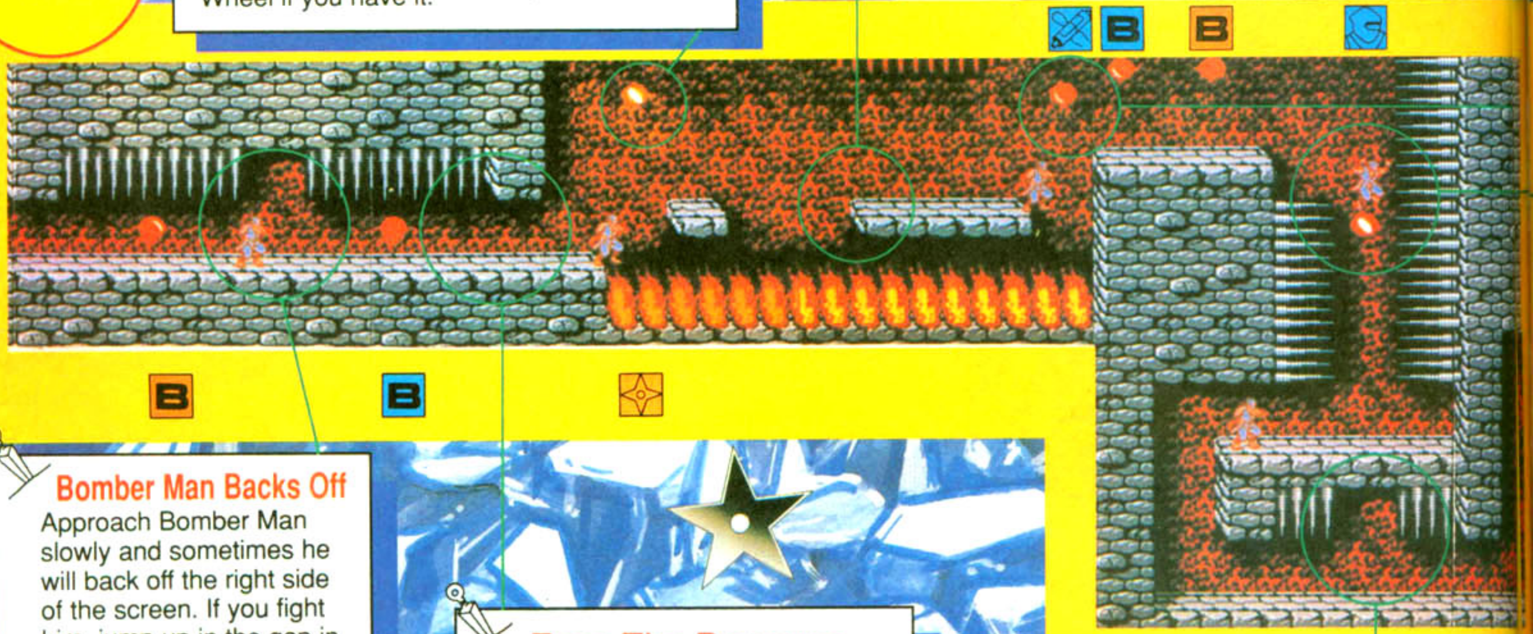
Walk By The Windmill

Pass up the Windmill Throwing Star that is in this Crystal Ball to save the Invincible Fire Wheel if you have it.

The Pathway Of Pain

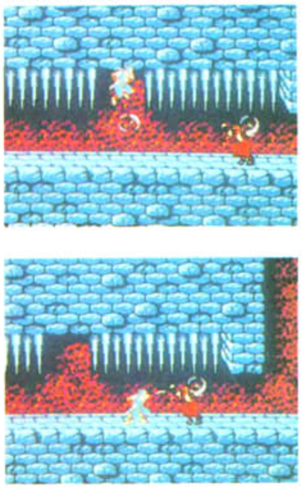
This area is one of the toughest in the Maze Of Darkness. There's a rather large gap that you must jump. If you miss, head left to try again. If you make it, you'll have to act fast to beat the Clone Malth. Use your sword to conserve Ninja Power.





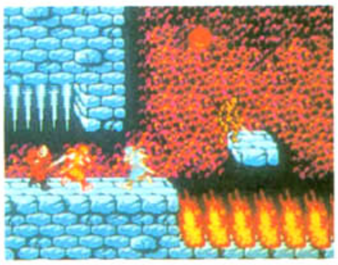
Bomber Man Backs Off

Approach Bomber Man slowly and sometimes he will back off the right side of the screen. If you fight him, jump up in the gap in the spikes, and he will throw his razor ring high; rush in and finish him off.



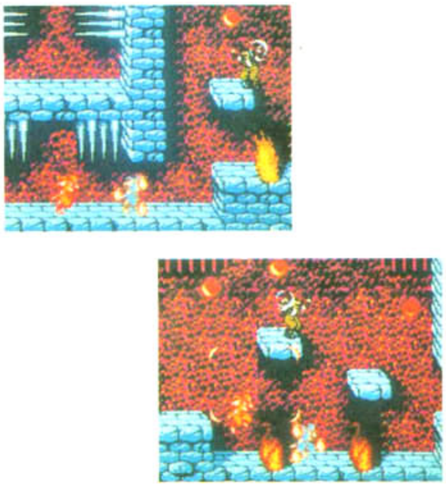
Ease The Pressure

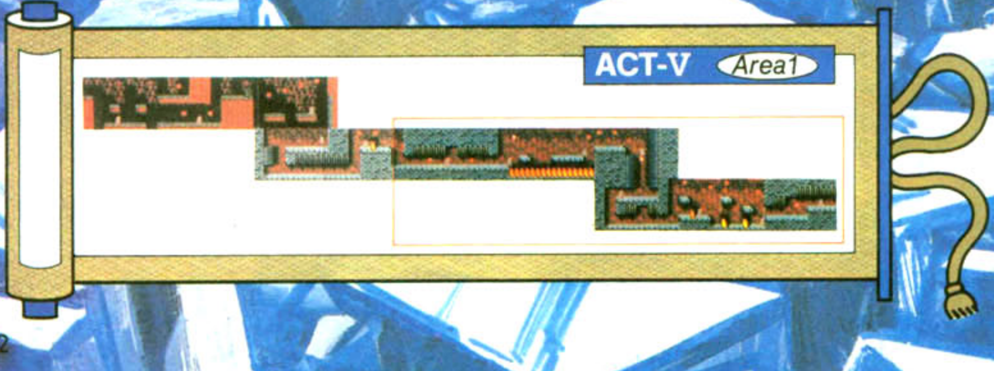
Before you tackle this next area, turn around and knock off the Jackson that's behind you. You'll feel less pressure even though the heat is about to be turned way up.



Use The Invincible Fire Wheel Now!

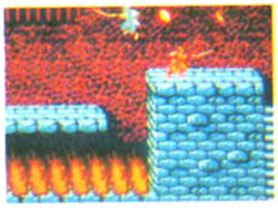
When you reach this point, you should have enough Ninja Power to use the Invincible Fire Wheel at least once. If you activate it here, you'll be able to make it through the gang of Bomber Man Clones up ahead!



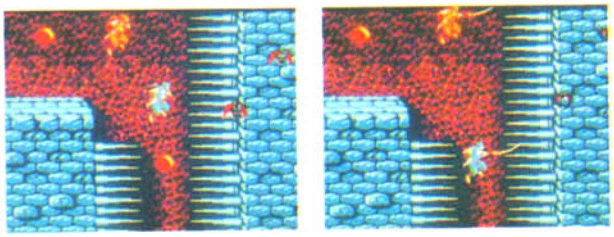


Another Scroll!

If you've collected all the Scrolls, your Maximum Ninja Power should be getting high. To get this Scroll, pass it and then collect it in mid-air from the right. Let it burn if it falls in the fire!



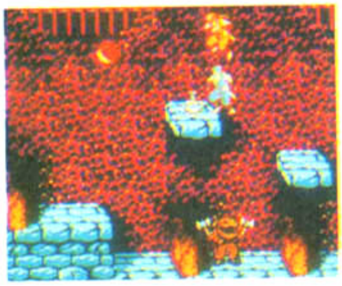
Falling 1-Up

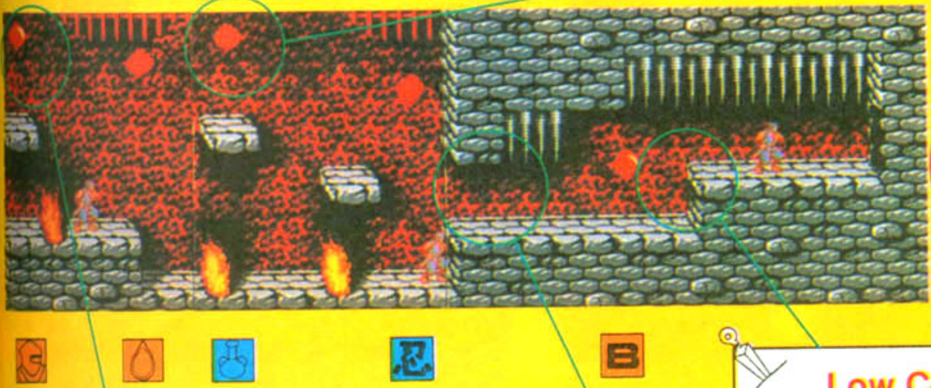


It is nearly impossible to get this 1-Up without using the Invincible Fire Wheel. But you might not want to waste the Ninja Power just to get a 1-Up, although it is a fair trade in some ways.

Patch Up Your Wounds

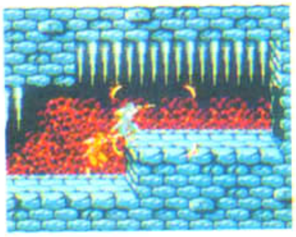
You'll find Medicine For Recovery in this Crystal Ball. Get rid of all the Bomber Heads and then go back and collect the Medicine if you need it. If you don't need the Medicine, at least get the Ninja Power-Up to the right.





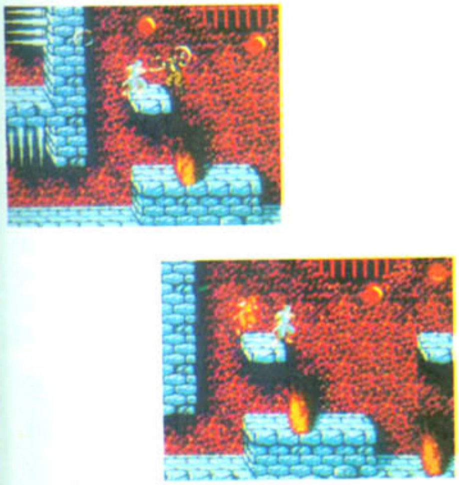
Low Ceiling

Watch out for the spikes on the ceiling here. Stand in the place where there are no spikes as you defend yourself. Once the immediate threats are gone, run for the door.



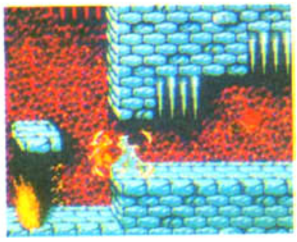
Get A Ghost Double

If by chance you do not have any ghosts with you, get the Body Splitting Power in this Crystal Ball and then activate the Invincible Fire Wheel to wipe out all the enemies nearby.



It's Not Over Yet

Gangs of Jacksons and Pumpkin Heads will mass for the attack here, near the end of the maze. Fight bravely and use your katana to cut them down. This is not the place to die, you are so close to your goal.

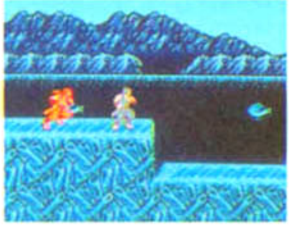


Area 2
ACT-V

Hot in pursuit of Ashtar, Ryu breaks out of the Maze Of Darkness only to be momentarily blinded by a dazzling world of mountains and ice. How did he end up here? In the Realm of Chaos, anything is possible! The eerie landscape throbs with sub-zero energy, as cold as Ashtar's evil heart. Surfaces are icy and difficult to run on, let alone climb. Accomplishing the swift kickoff maneuver to get on top of a hurdle is a true test of climbing skill.

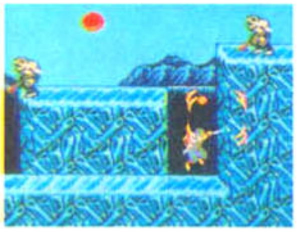
Slippery Surface

It's difficult to come to a precise stop on the icy surfaces in this area. If you try to stop, you'll slide for a short distance, making perfect positioning difficult.



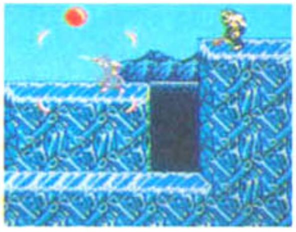
Double Jeopardy!

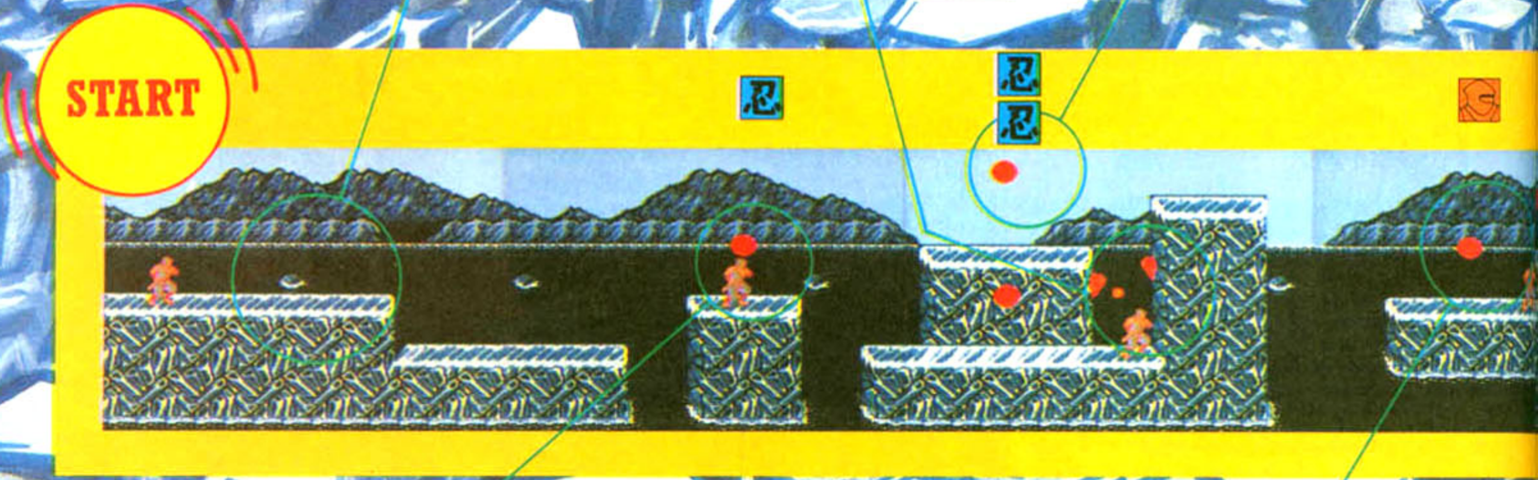
Defeat this pair of Slimes while they are both on the right wall. If you wait until one of them moves to the left wall, it will be doubly difficult to get through here.



Don't Go Too Far!

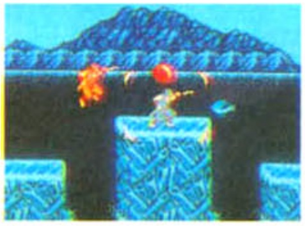
By all means go up to this area and get the Ninja Power-Up in this Crystal Ball, but try not to slide too far to the left, or the Slimes you eliminated will return.





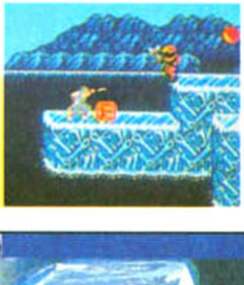
Take Care Of Kuo-Tao

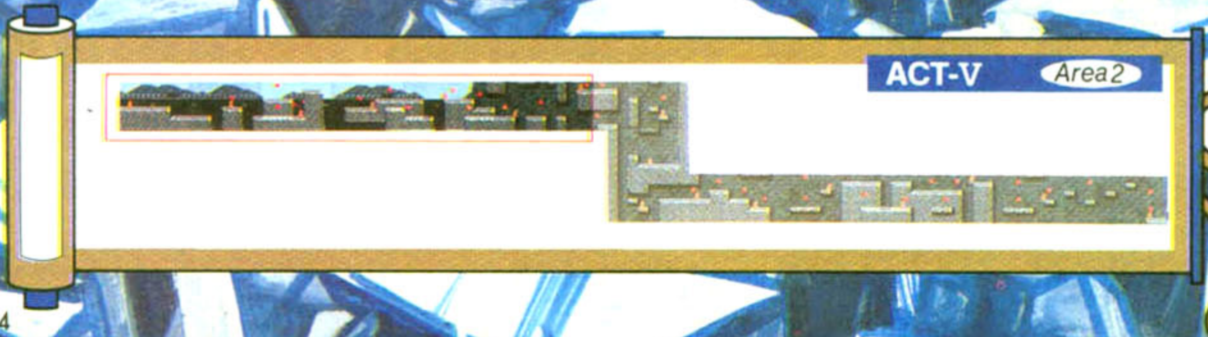
Destroy this crazy creature before you cut the Crystal Ball and get the Ninja Power inside. Otherwise he's likely to hit you.



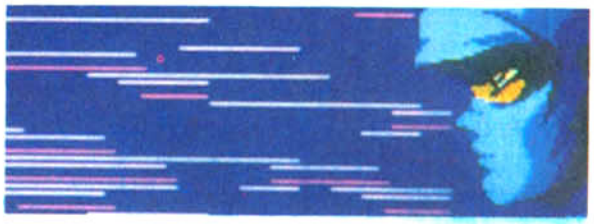
Split Your Body

This is always a useful Ninja art to have. You should always try to have your two doubles with you.



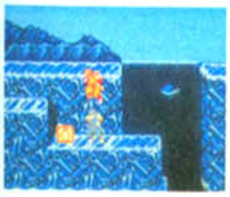


As Ryu speeds through the Maze Of Darkness, Ashtar's wicked prophecy echoes in his mind: "To the one who releases Darkness with the immortal blood, he shall receive the power of Almighty Evil. The legend shall come true. This Earth shall fall into shadow and the servants of evil shall rule forever!" The words chill Ryu to his bones and fill him with renewed determination. "I'll get you, Ashtar!"



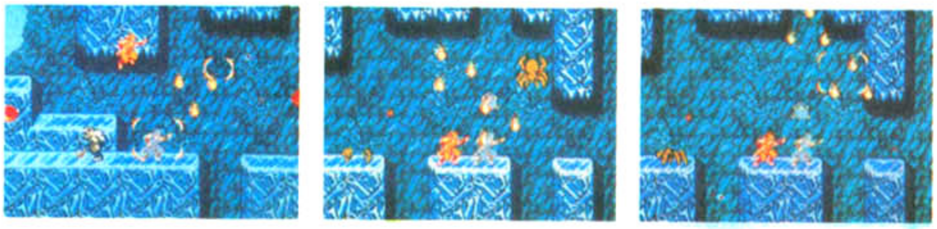
Fire 'N Ice

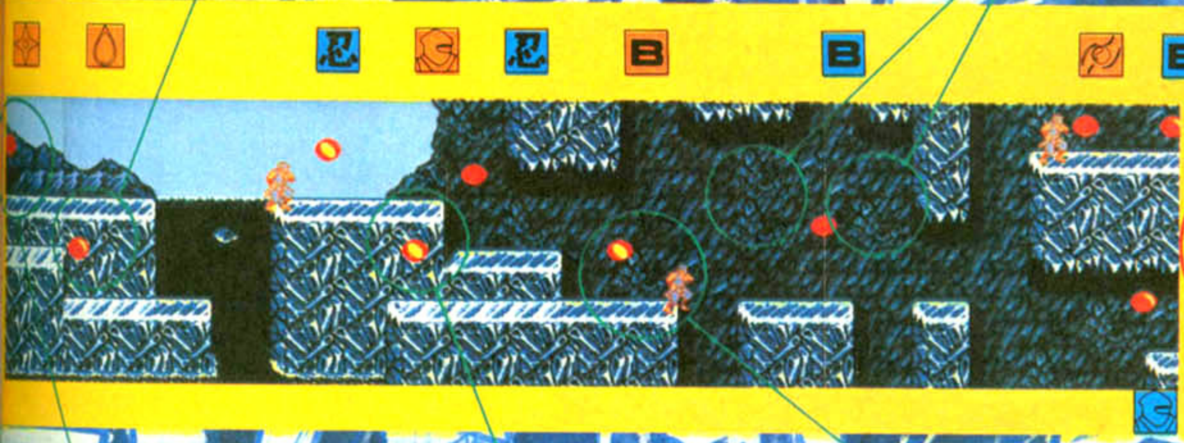
The Art Of The Fire Wheel, which can be had right here, is very useful in this area, so collect it quickly.



Torch The Tarantulas

The Art Of The Fire Wheel comes in handy against these hanging Tarantulas. Although they can be defeated with a sword thrust, it's easier and quicker to use this Ninja art.

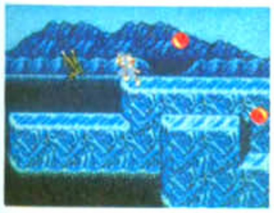




TO NEXT PAGE

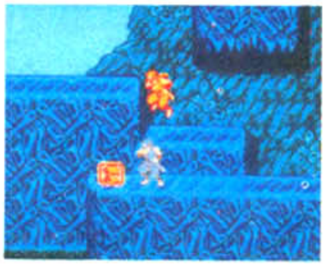
Stand Still For The Harpy

As soon as the Harpy flies onto the screen from the left, stand still and wait for it to come in range of your sword.



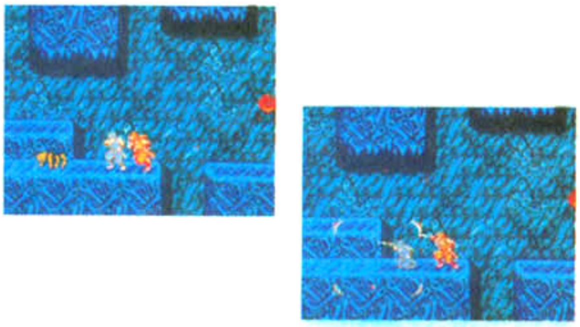
Make A Friend

Get the Body Splitting Power here.



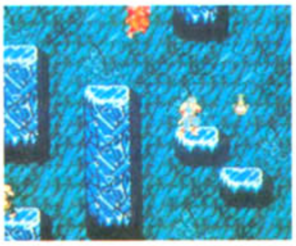
You Missed One

Not all the Tarantulas here are wall ornaments, at this point one will creep up from behind. Squash it!



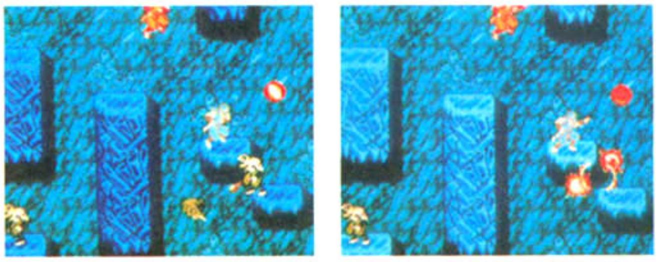
Chilled Medicine

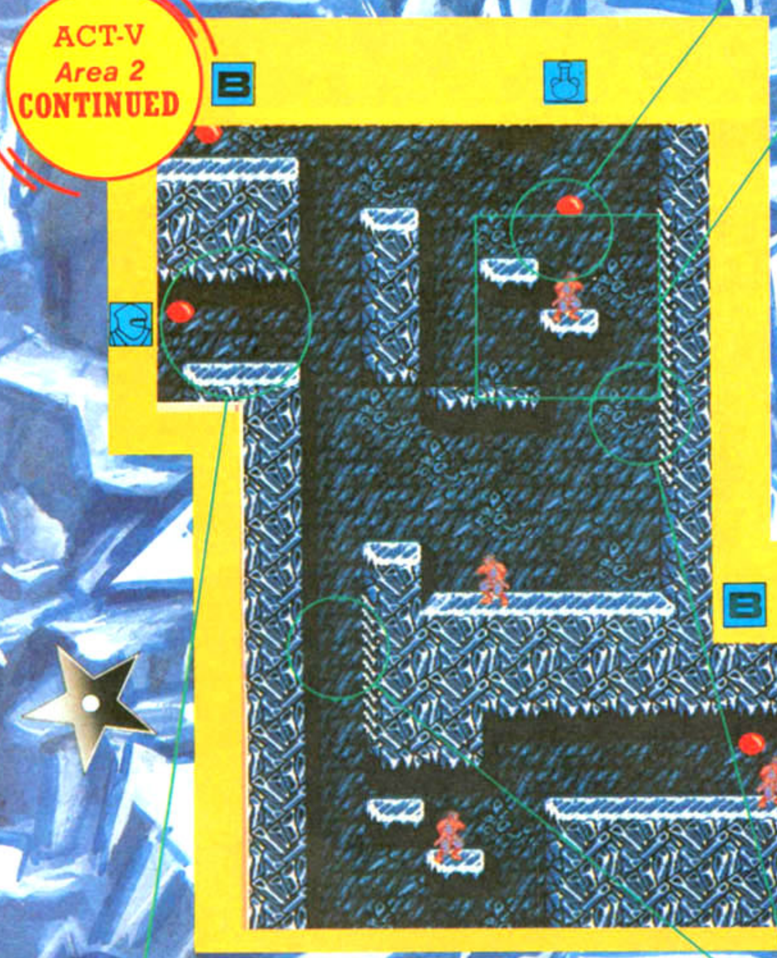
Use the Fire Dragon Ball art to destroy the Kuo-Tao on the small platform, then cut down the Medicine and collect it.

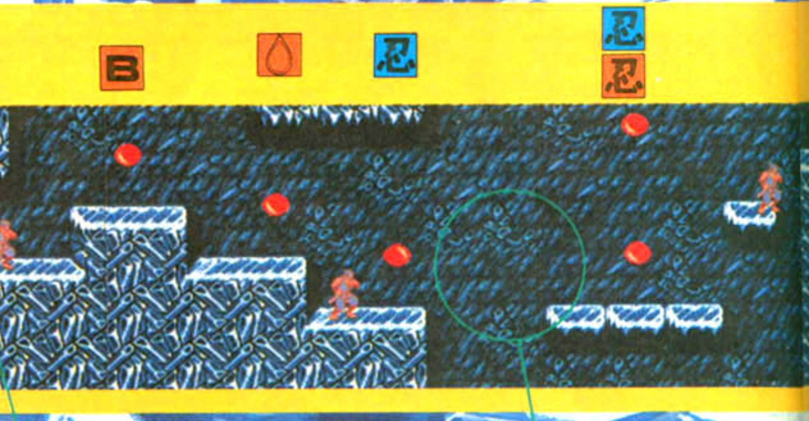


Harsh Harpy

The last thing you need when you're slipping and sliding on these ice cubes is a Harpy in your hair. It might be wise to use a Ninja art to defeat this one before it knocks you down into a pit.

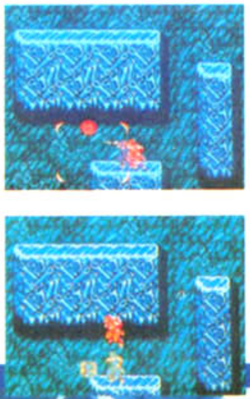






One Tough 1-Up

A Kuo-Tao paces below this 1-Up, making it tough to jump down and claim it. Even after you get rid of the Kuo-Tao, you still have to jump, slash and catch the 1-Up in mid-air. Be very careful.

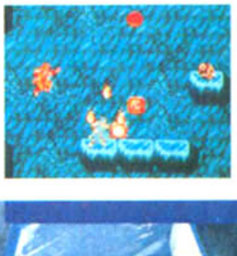


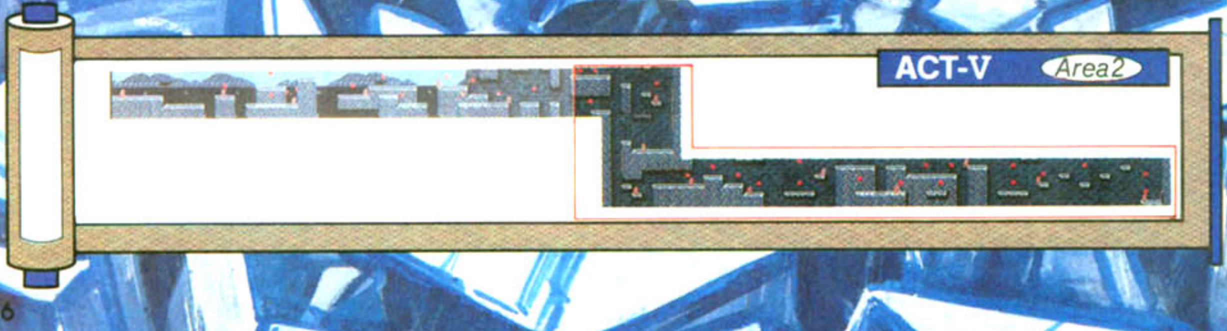
A Reminder About Ladders

Remember to use a ladder to climb down or you'll lose a life.

The Fury Of The Fire Wheel

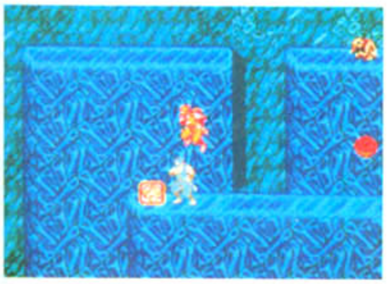
After you make this big jump, cut loose with the Art Of The Fire Wheel. Not only will all the enemies nearby be toasted, but you'll knock down the Scroll.





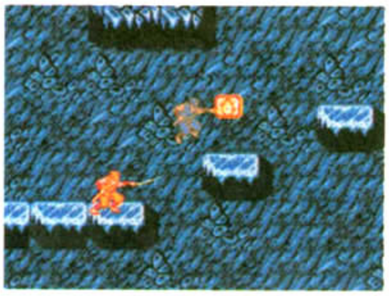
Grab The Invincible Fire Wheel

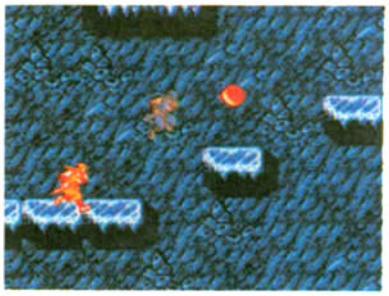
The Invincible Fire Wheel can be found right here. After you collect it, return to the upper path, unless you want the 1,000 Point Bonus Bottle and a Splitting Your Body Item on the lower route.



Don't Look Back!

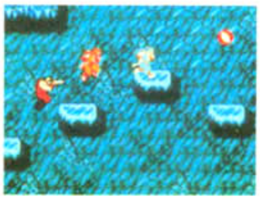
Once you start moving on these small ice cube platforms, don't pause for a second! Two Hustlin' Jims are right behind you, and there's a good chance a hit by one of them will knock you into the glacial void.

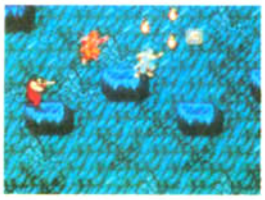




Unfriendly Followers

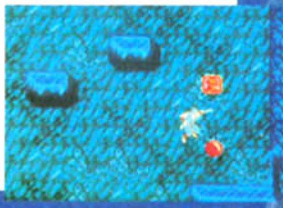
If the proximity of those Hustlin' Jims behind you makes you nervous, turn around on the fourth platform and let them have it with a Ninja art. A Blue Ninja Power-Up is available for immediate recharge.

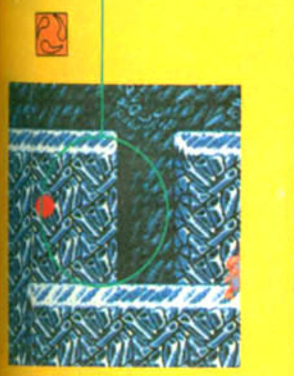


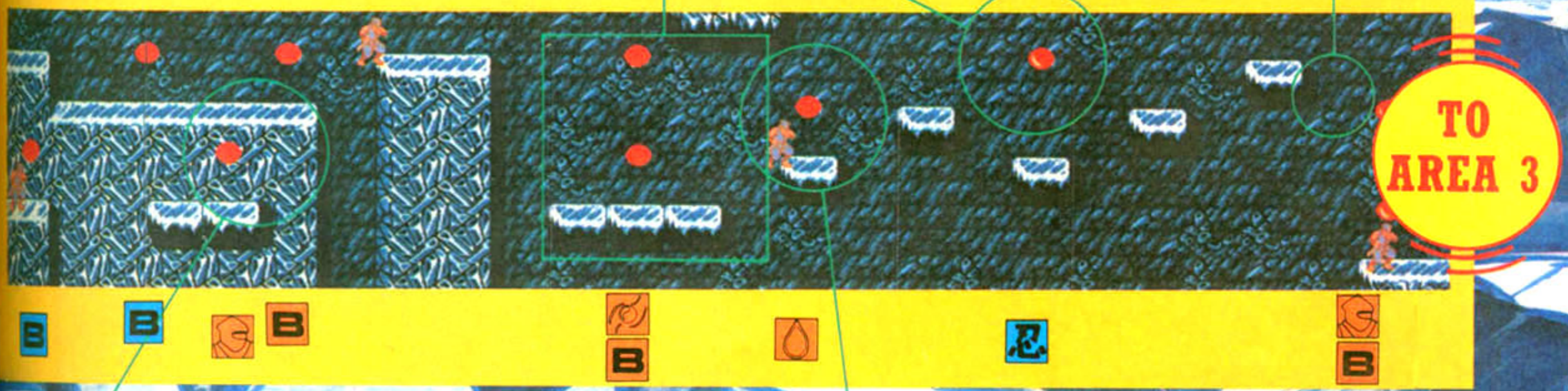


One Last Chance To Split Your Body

Don't waste time going after the items in these last two Crystal Balls. The lower only contains a Red Bonus Point Bottle, the upper, a Body Splitting Item.

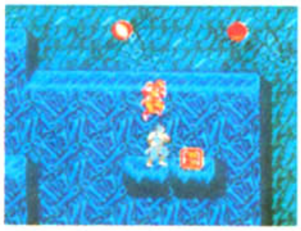






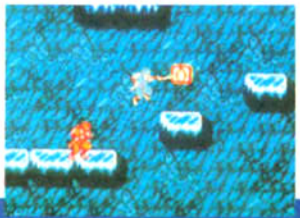
Splitting Your Body

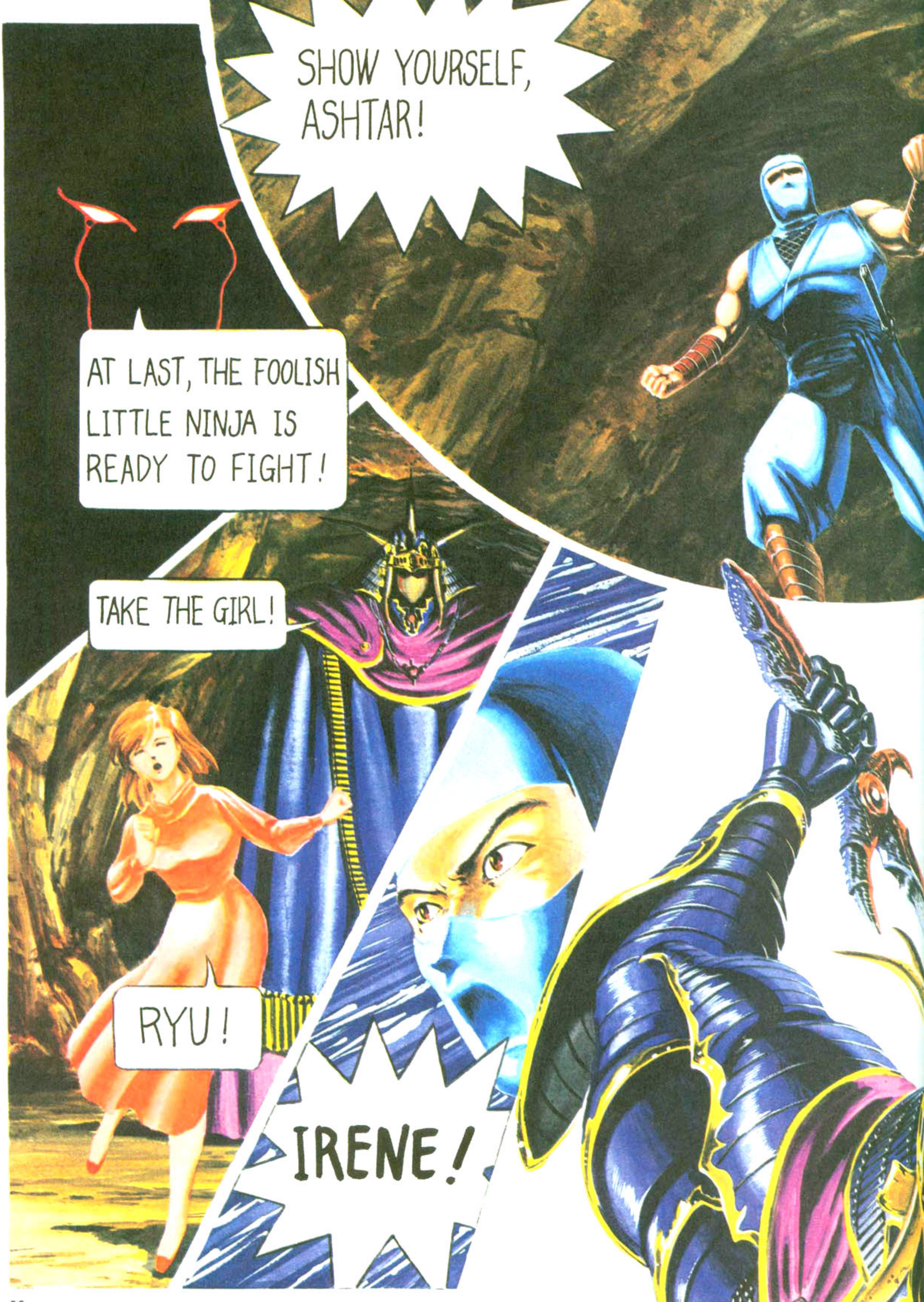
Wait until the Kuo- Tao is off to the right on the platform and then jump over, take him out and gain a phantom double.

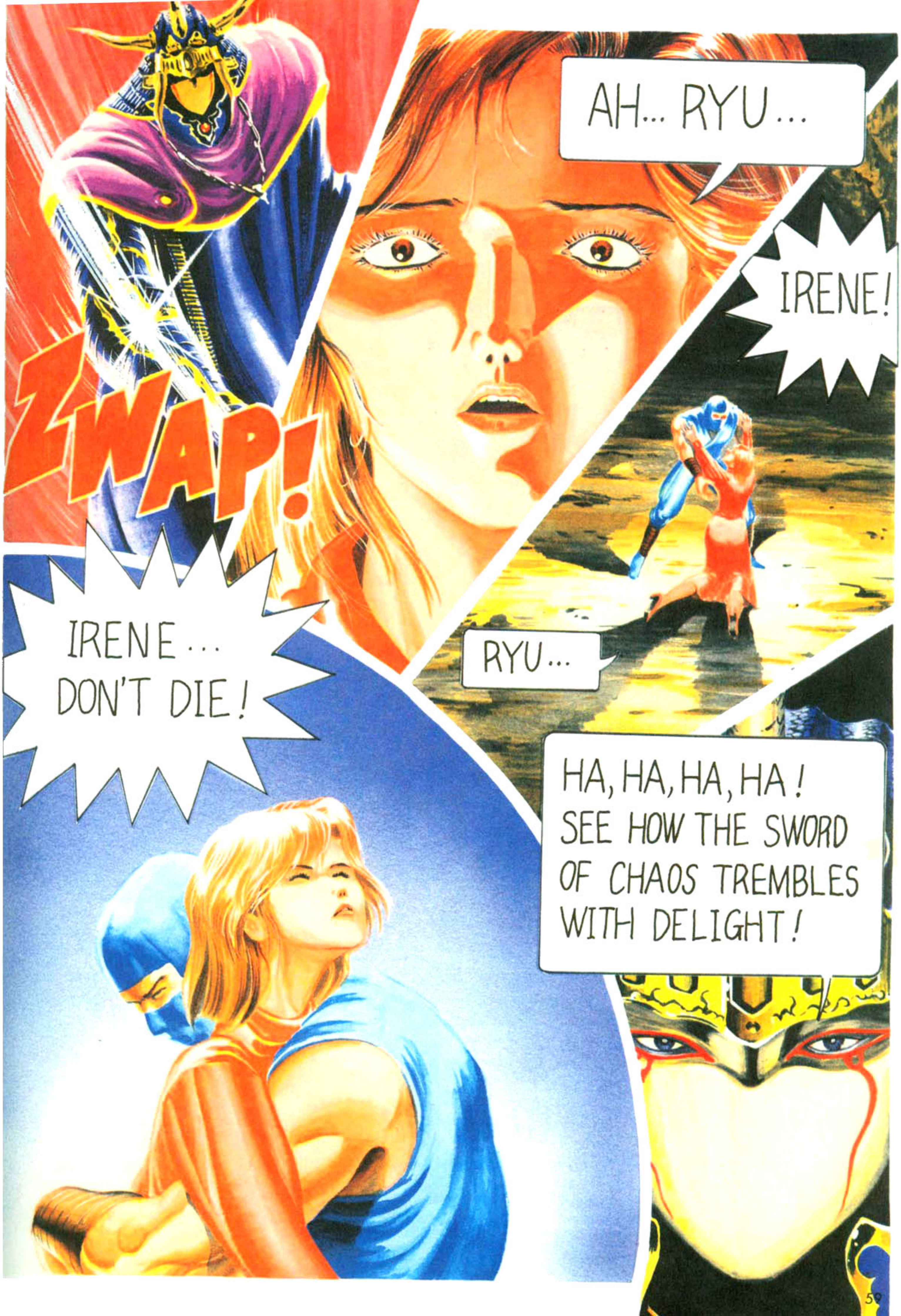


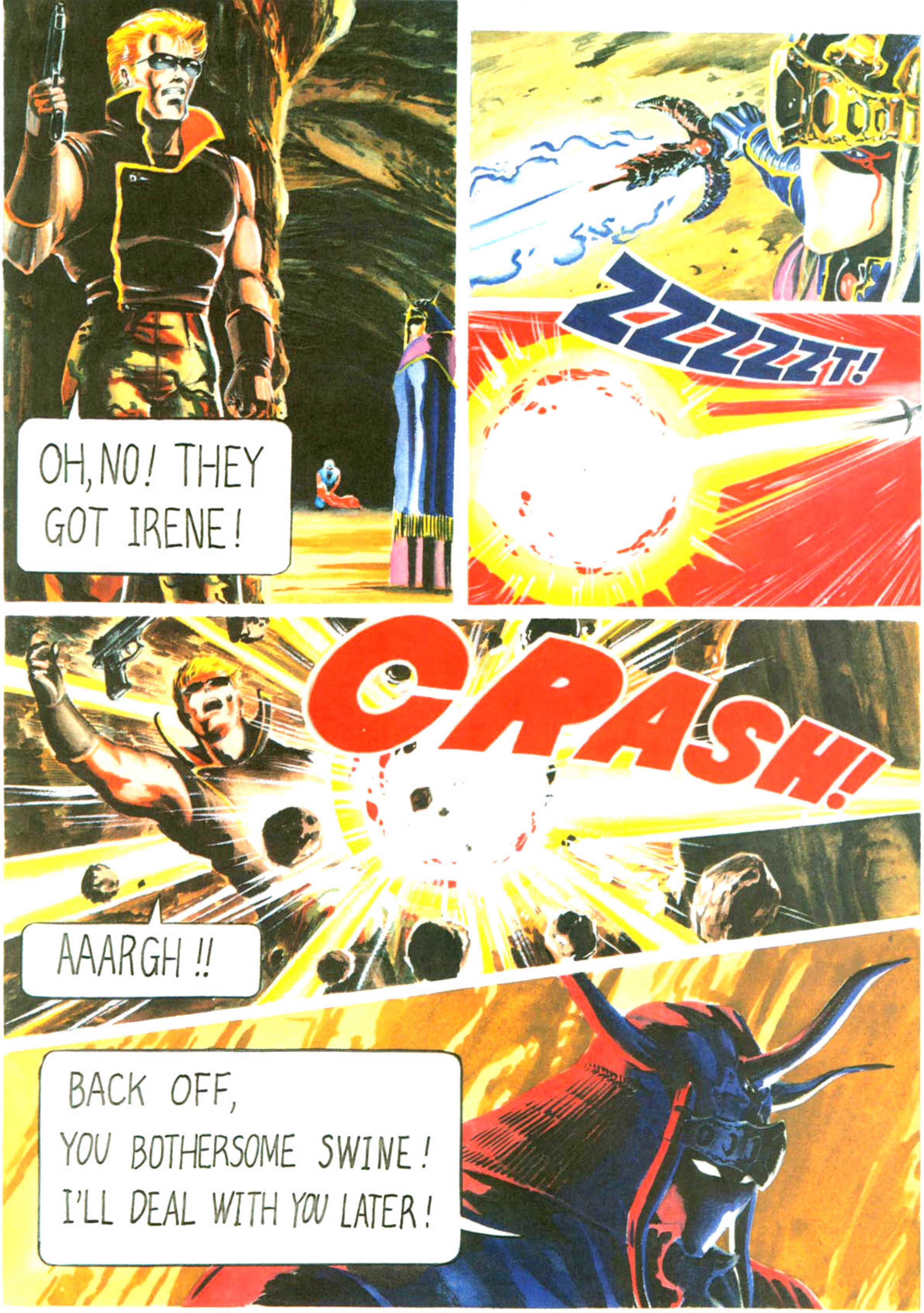
For The Quick, A Ninja Art

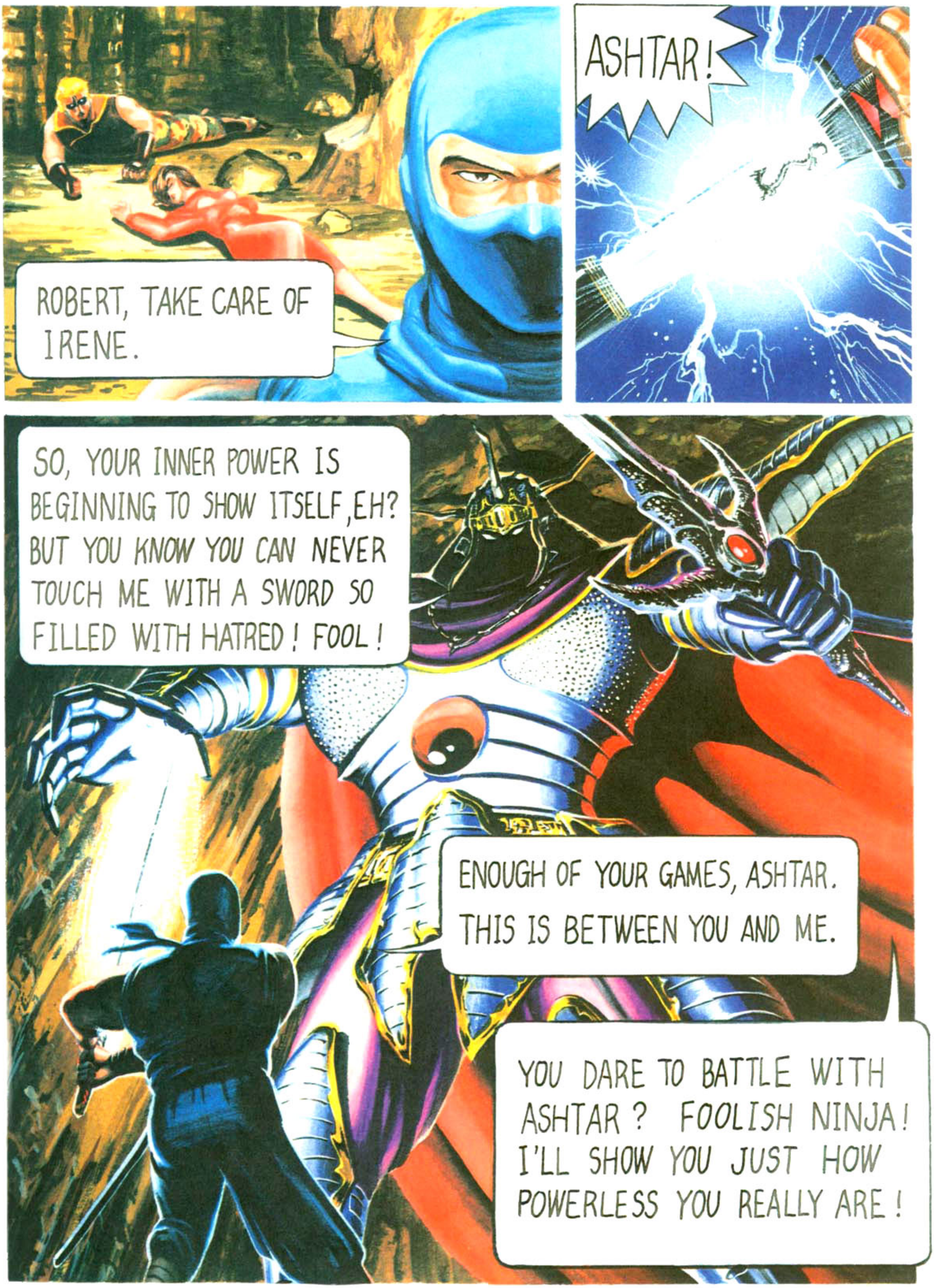
It's possible to collect this Art Of The Fire Wheel before you start scrambling over the small platforms.




SHOW YOURSELF, ASHTAR!
AT LAST, THE FOOLISH LITTLE NINJA IS READY TO FIGHT!
TAKE THE GIRL!
RYU!
IRENE!


ZWAP!
AH... RYU...
IRENE!
RYU...
IRENE... DON'T DIE!
HA, HA, HA, HA! SEE HOW THE SWORD OF CHAOS TREMBLES WITH DELIGHT!

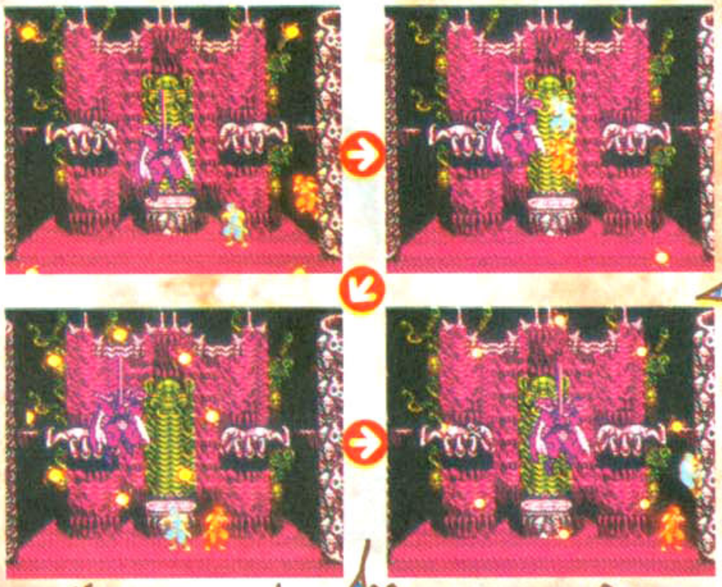

OH, NO! THEY GOT IRENE!
ZZZZZZT!
CRASH!
AAARGH !!
BACK OFF, YOU BOTHERSOME SWINE! I'LL DEAL WITH YOU LATER!

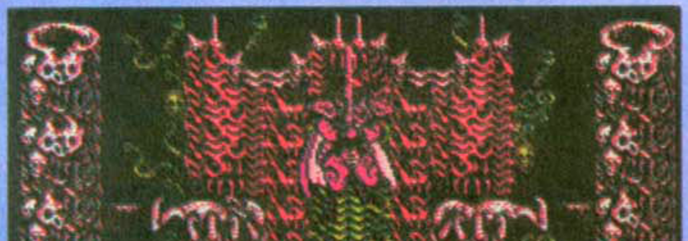

ROBERT, TAKE CARE OF IRENE.
ASHTAR!
SO, YOUR INNER POWER IS BEGINNING TO SHOW ITSELF, EH? BUT YOU *KNOW YOU CAN* NEVER TOUCH ME WITH A SWORD SO FILLED WITH HATRED! FOOL!
ENOUGH OF YOUR GAMES, ASHTAR. THIS IS BETWEEN YOU AND ME.
YOU DARE TO BATTLE WITH ASHTAR? FOOLISH NINJA! I'LL SHOW *YOU* JUST HOW POWERLESS YOU REALLY ARE!

Area 3

ACT-V

This is it! Sword to sword against Ashtar, the Emperor of Darkness! Ashtar will appear and disappear randomly throughout his chamber. Before he appears, a ring of fireballs will converge on the spot where he will materialize. After he is fully visible, the fireballs will shoot out from his center again, and he will fade away. He is only vulnerable at that moment when he is fully visible, after the fireballs have come together. The fireballs have the same pattern coming and going. Once you see the pattern they follow going in, rush in and stand in a spot where they won't hit you as they go out. Strike Ashtar with your sword or a Ninja art, aiming at his sword for best results.

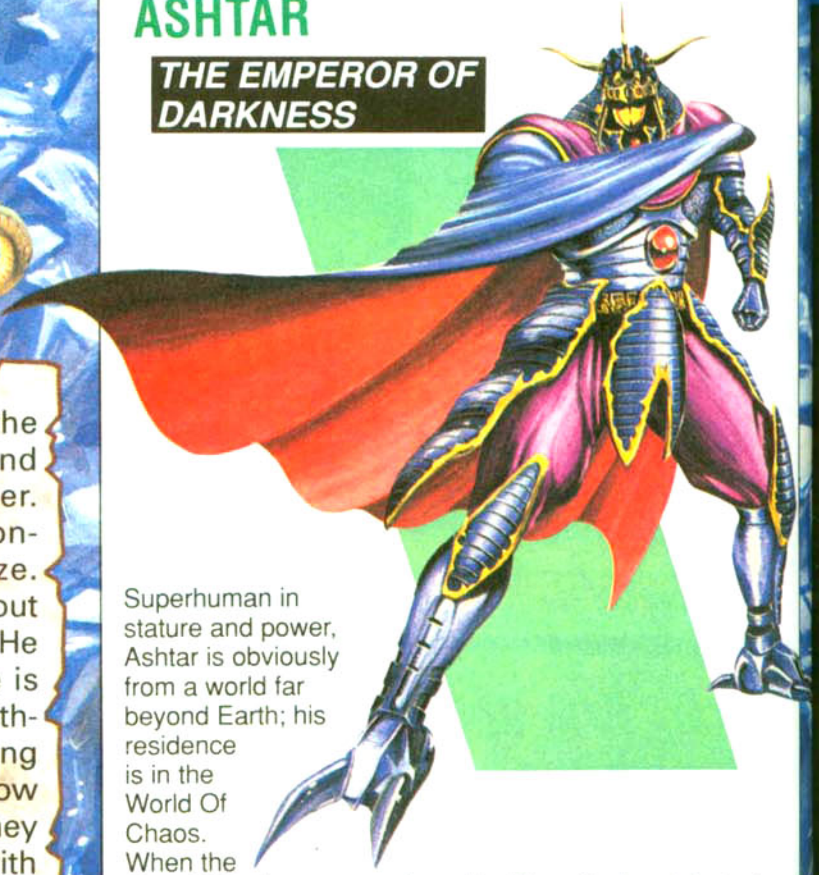




Area Guard

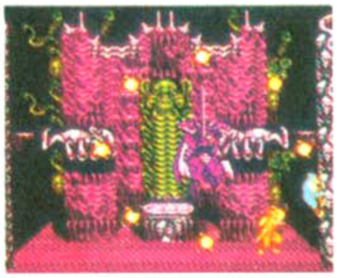
ASHTAR

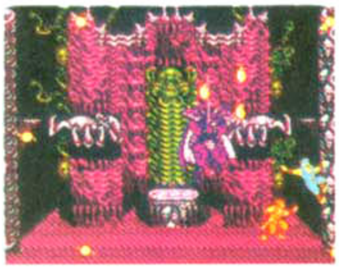
THE EMPEROR OF DARKNESS

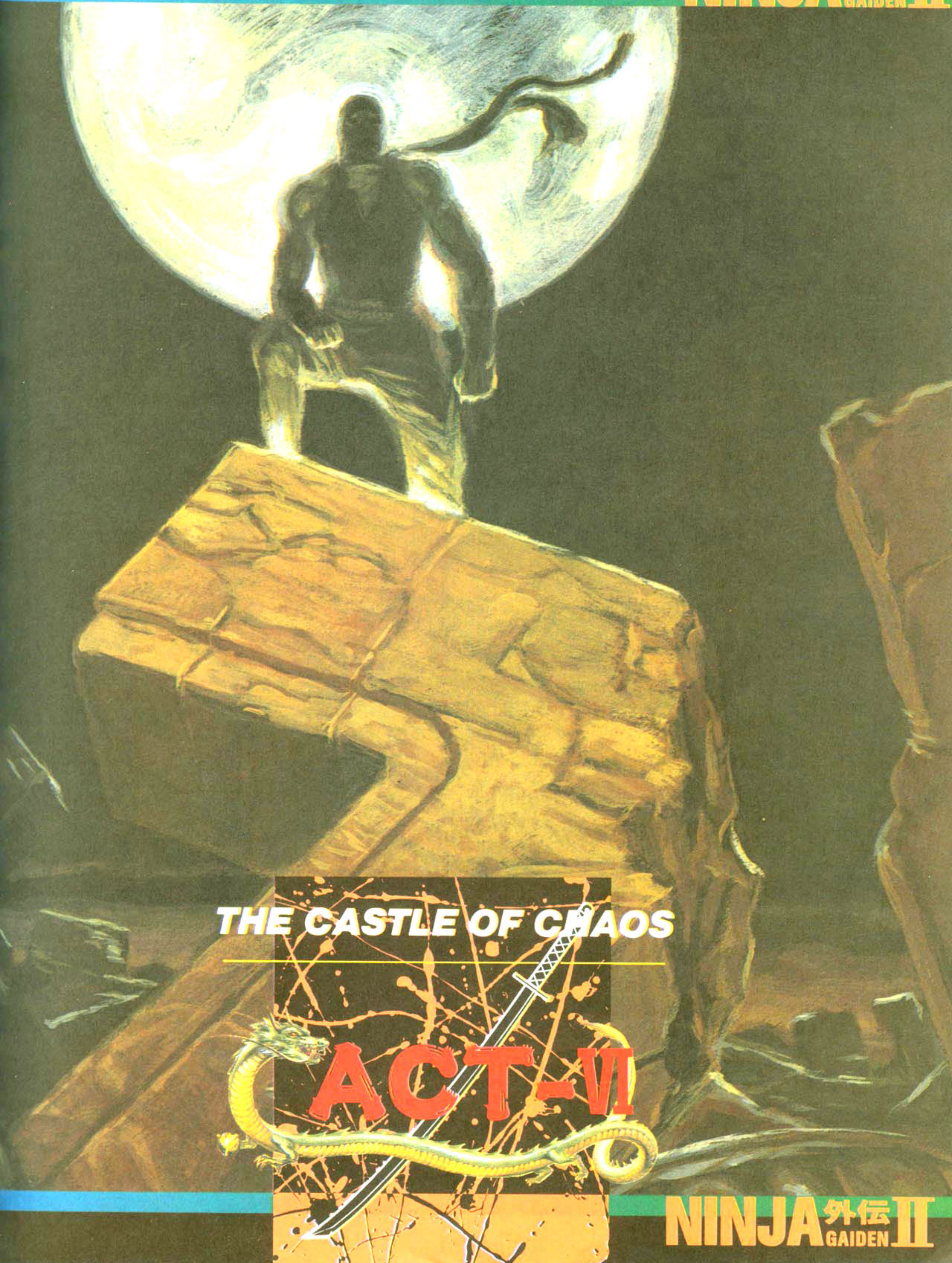


Superhuman in stature and power, Ashtar is obviously from a world far beyond Earth; his residence is in the World Of Chaos. When the Gate Of Darkness was closed by Ryu after he defeated Jaquio, Ashtar schemed to cast it open again, unleashing the host of Chaos upon the Earth. His sword, the evil counterpart of Ryu's Dragon Sword, was to make all this possible.

Need a breather from battle? Climb the wall just a bit off the ground and you'll be safe from Ashtar. However, you won't be able to attack him unless you have Ninja Power.







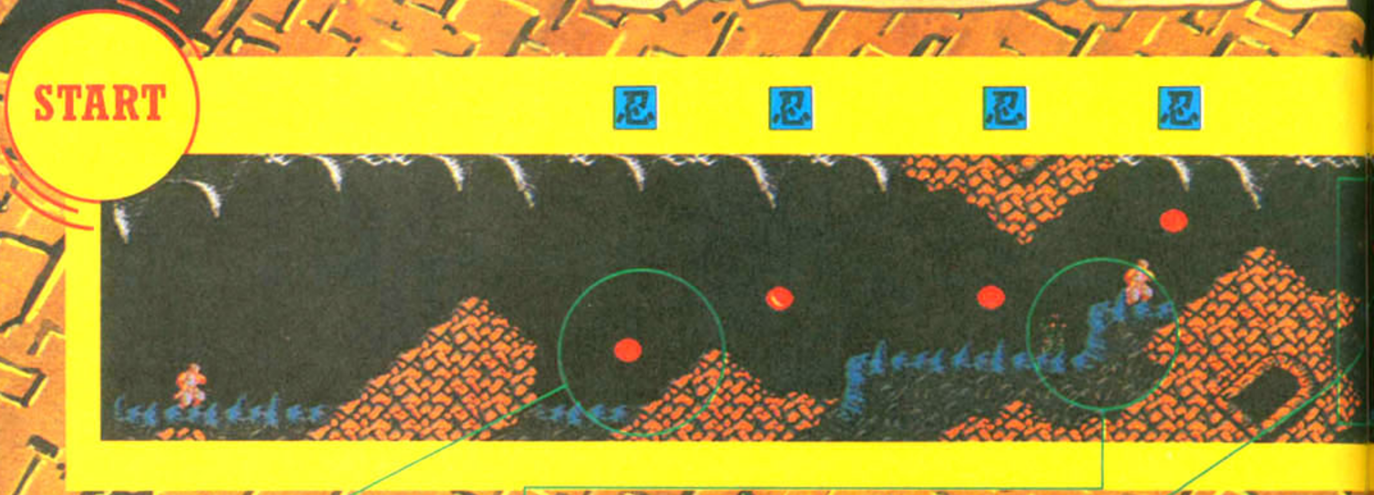
THE CASTLE OF CHAOS

ACT-VI

Area 1

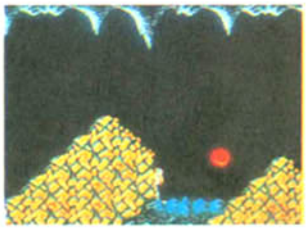
ACT-VI

Ashtar's dying words revealed a fearful prophesy to Ryu and his friends. According to Irene, an evil altar was being prepared by Ashtar to open the Gate Of Darkness — only Ryu can destroy this wicked device. Ryu parts company, leaving the injured Irene in Robert's care. Deeper into the ruins of Ashtar's fortress Ryu plunges, determined to rid the world of all traces of Ashtar's plans.



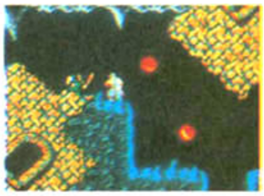
What You Can't See Can Hurt You!

In these caves, your view of Ryu may be blocked, but enemies can still attack him. Useful items can also be found obscured by the background scenery.



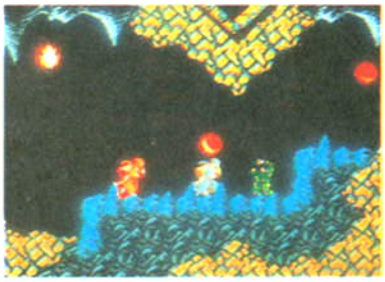
Split Up!

Get the Body Splitting Power here.



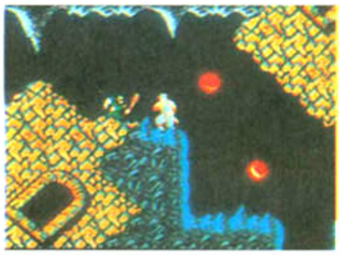
Stop Sniper Joe

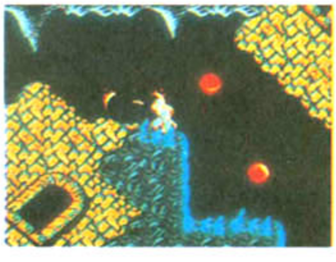
If you don't get him fast, be ready to jump over his bullet. Once he's gone, take out the Killer Bat.

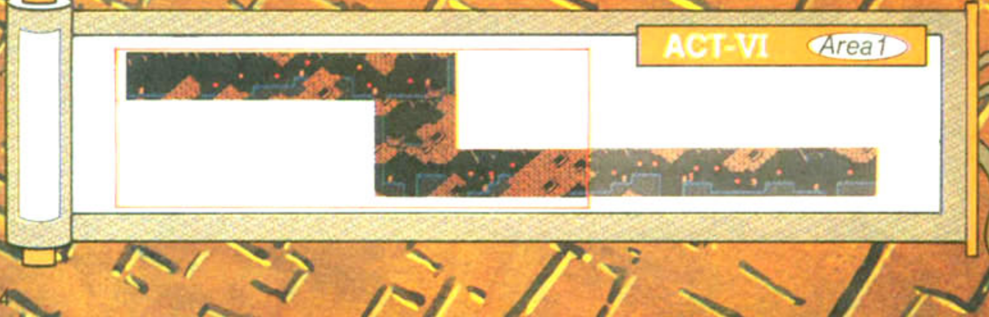


Don't Let The Enemy Get You Down

Defeat all the enemies that are chasing you before you jump down. If you fight them on the lower platform, they may knock you into the pit. Wait for the Goblin's Eye to the right to jump into the pit before you advance.

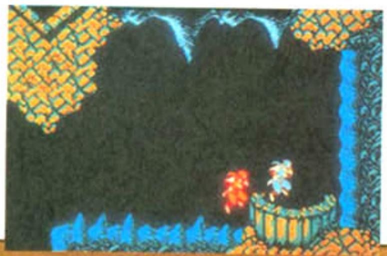






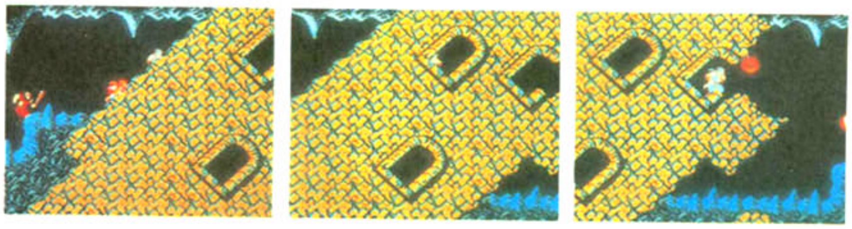
Drop In Anytime!

Descend into the depths of the castle through these wells. There are no ladders in this area.



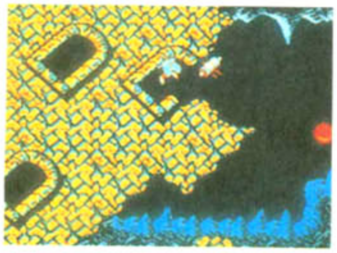
Use Your Ninja Instincts

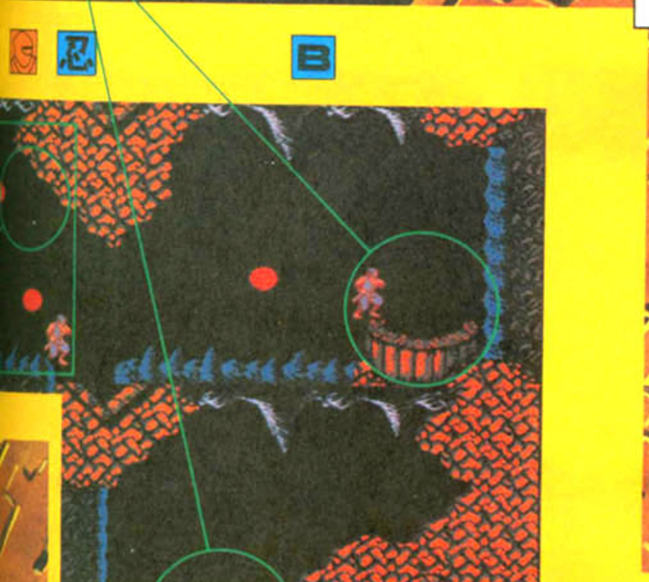
Behind this large section of wall are several platforms that you can't see, but you can use them to get access to the Crystal Ball containing a Scroll. As soon as you go behind the wall, jump and you'll land on a hidden platform. You can see yourself through the window. Jump again from there to get to another unseen platform and from there jump for the Scroll.

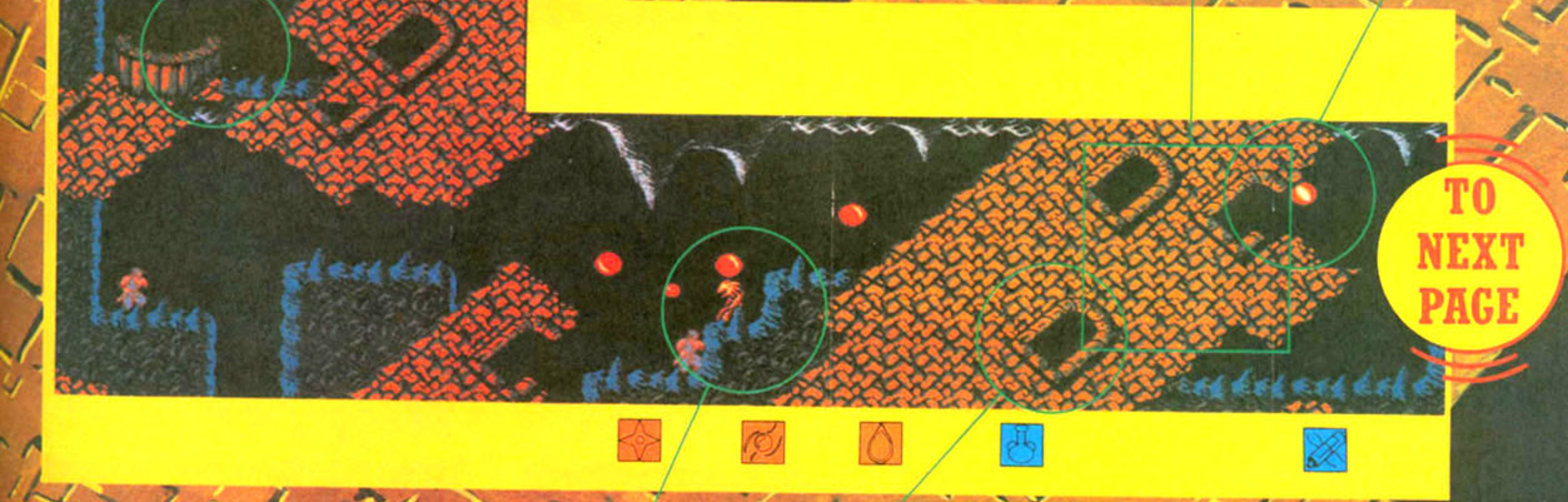


Scroll Power

If you fall off the hidden platforms, you can still collect the Scroll by simply shooting it down with the Art Of Fire Wheel.



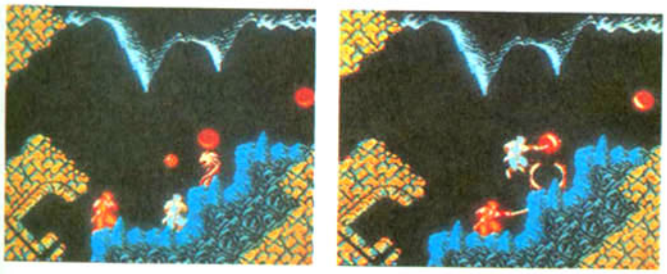




TO NEXT PAGE

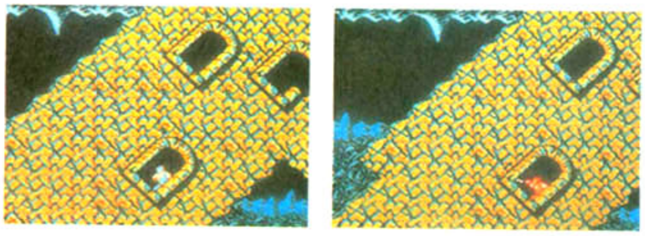
Look Out Below

Be ready for the Mongolian down on the lower ledge. Defeat him and the Fire Snake before you go for one of the Crystal Ball items: a Windmill Throwing Star, Fire Dragon Balls, or the Art Of The Fire Wheel.



Hidden First Aid

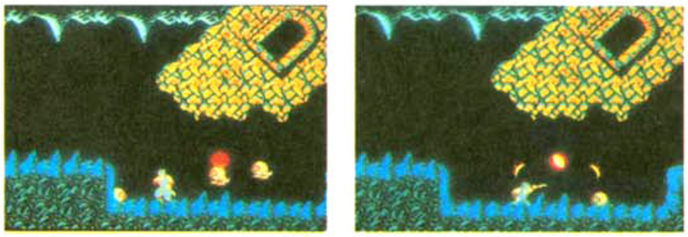
Hidden behind the scenes in this location is a bottle of Medicine For Recovery. Duck behind the wall and swing your sword around. You'll hear the sound of the Crystal Ball being cut and notice the healing effect when you've found it.



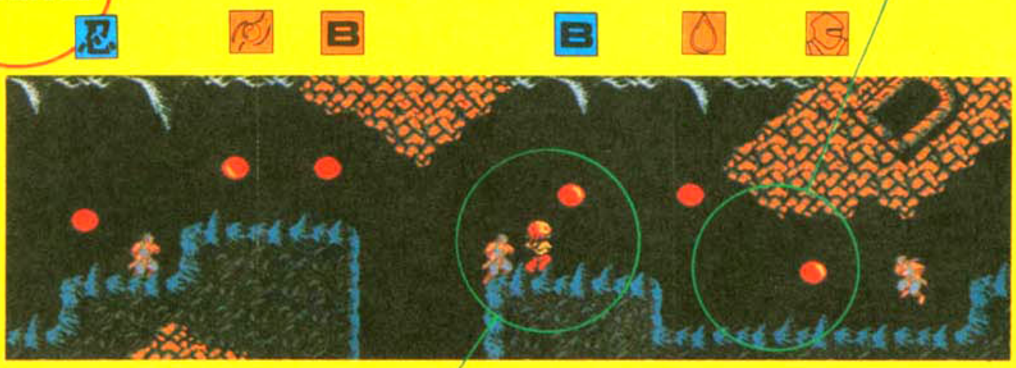
Area 1
ACT-VI

A Gaggle Of Goblin's Eyes

Three of these cyclopian creatures will drop off the ceiling here and study you intently. If you don't act fast, they will then proceed to attack you, so hop to it and get them!

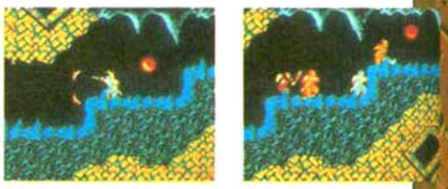


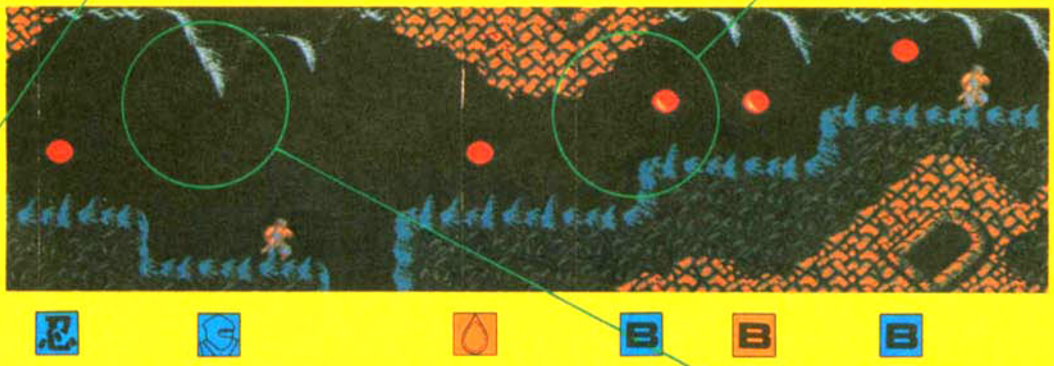
ACT-VI
Area 1
CONTINUED



Coming Through!

Swarms of enemies here will try to prevent you from making it to the goal, but press on. Use Ninja arts if you have to and outrun the creatures to the rear.

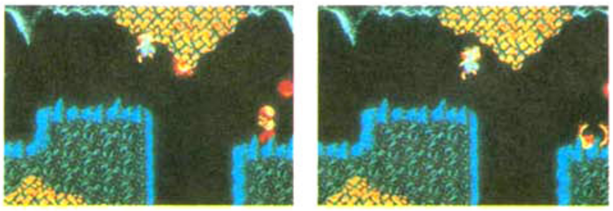




TO
AREA 2

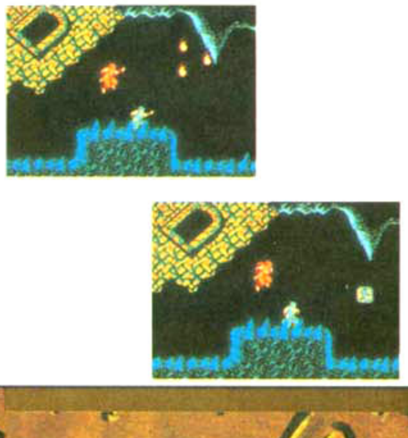
Beat Rockman Quick

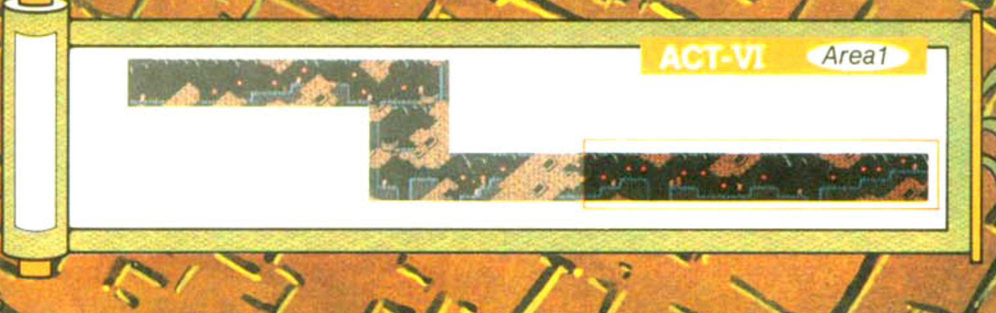
The easiest way to take out this Rockman is to use a Fire Dragon Ball. If you don't have this art, you'll have to make a well-timed jump, get right in his face, and use your sword.



Stone Icicle Mystery

Hidden behind the largest stalagmite is a valuable 1-Up. Use the Art Of Fire Wheel to bring it within reach.

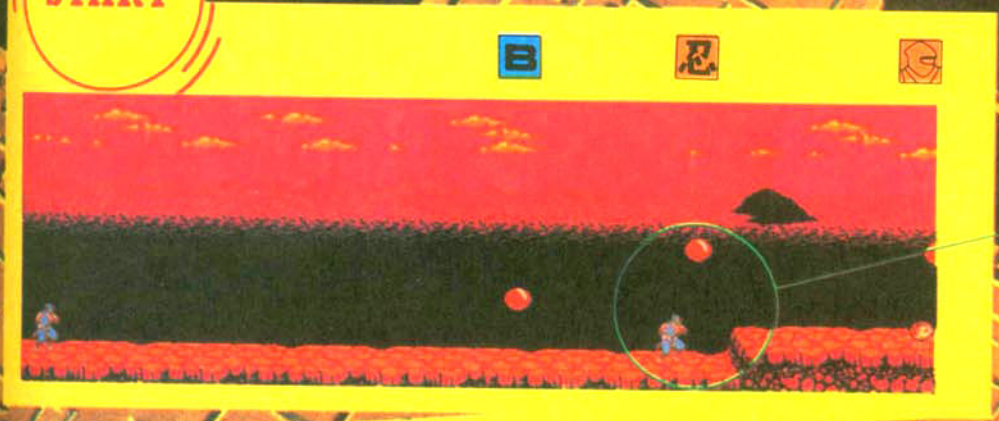




Area 2
ACT-VI

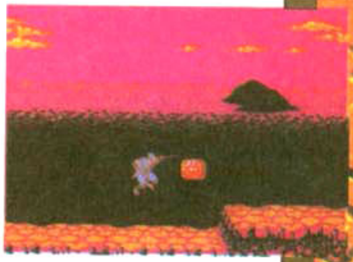
Thoroughly disoriented by the madhouse passageways of the Maze Of Darkness, Ryu stands before an alien vista never before looked upon by human eyes. Is this an earthly vision or has he somehow entered the World Of Darkness? A twisting, rocky causeway leads to a tower which radiates pure evil. The sky glows with a harsh, forbidding red, and a sea the color of blood laps at the edge of the bridge. Onward Ryu— to destiny!

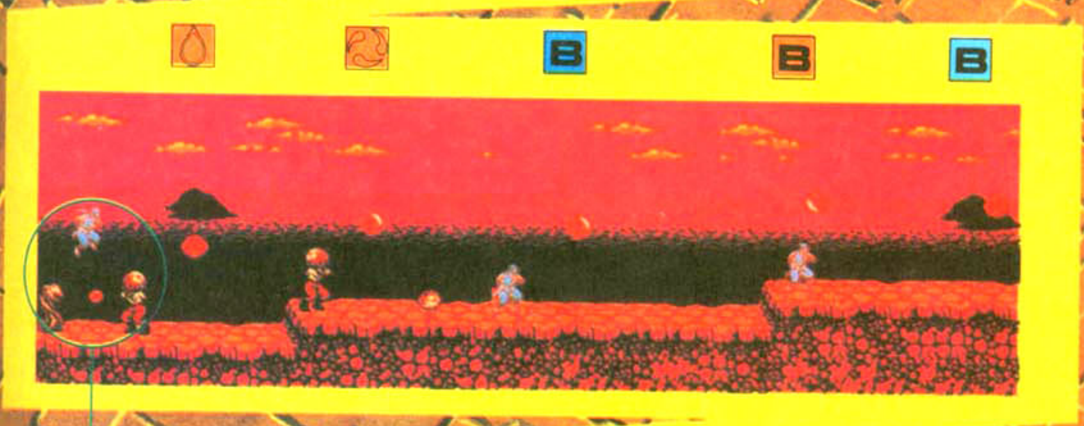
START



Max Out!

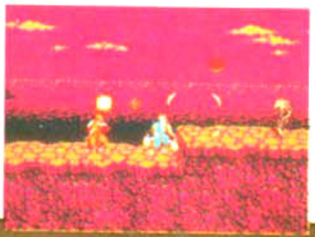
This close to the center of evil's power, you'll need the Ninja Power in the second Crystal Ball!

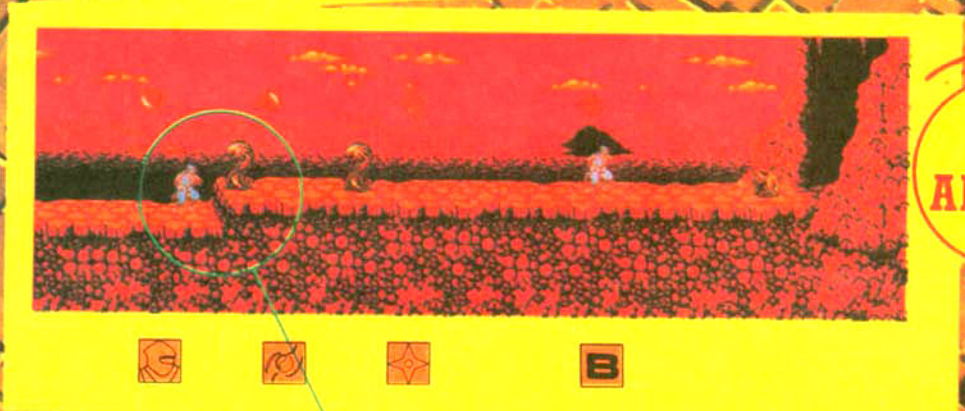




Boulder Dash!

Go ahead and squander some Ninja Power to take out these boulder rollers so you can get the Invincible Fire Wheel.

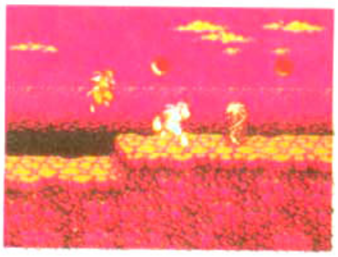




TO AREA 3

Go The Distance

It's possible to make it through the stage untouched once you get the Invincible Fire Wheel, if you're careful not to collect a different Ninja art. However, the Fire Dragon Balls and Windmill Throwing Star are helpful ahead.

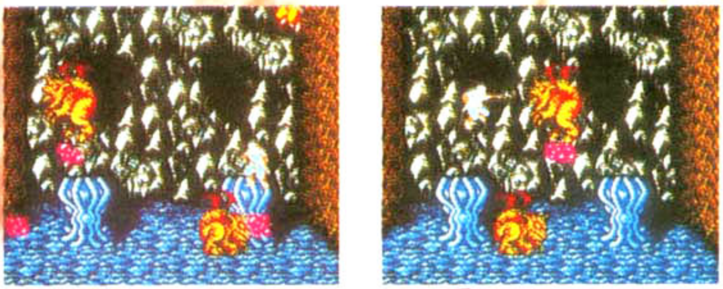


ACT-VI
Area 2

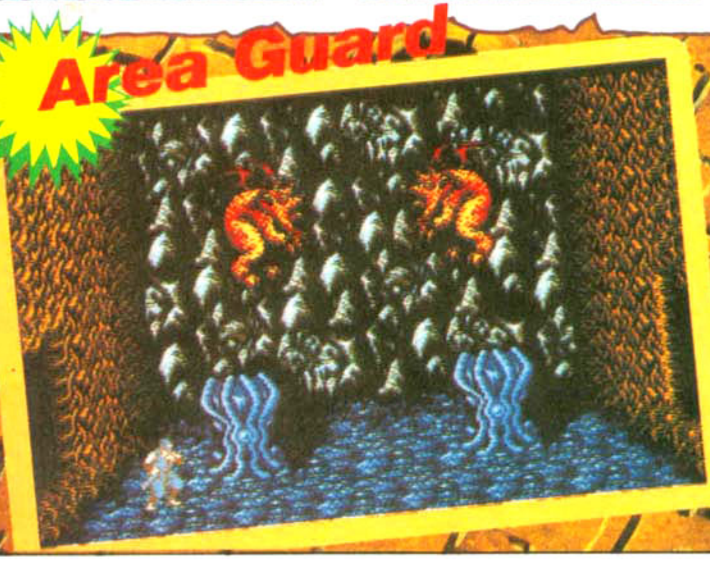
Area 3

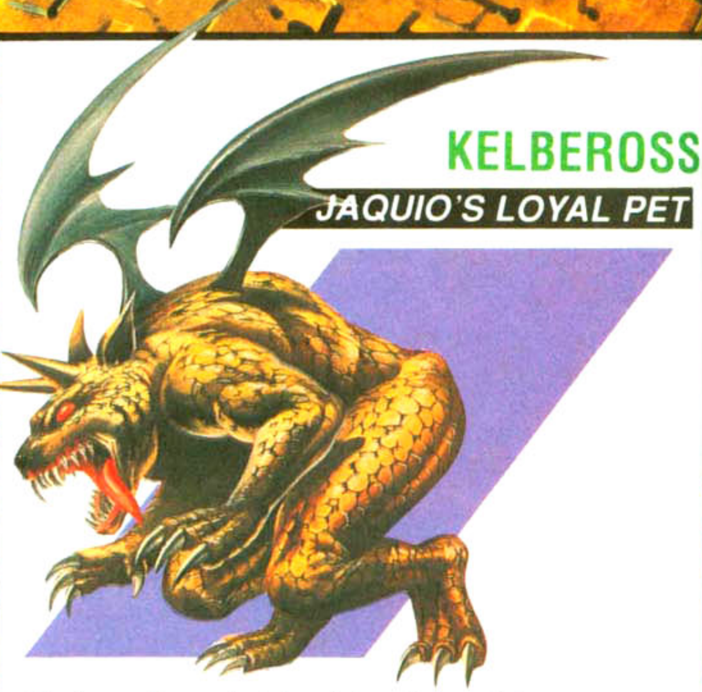
ACT-VI

Intruders to this sinister fortress are greeted by a pair of leaping, dog-like creatures which will be familiar to those who followed Ryu's last adventure; the Kelbeross! Only one of them can be damaged, the other is invulnerable. You must determine which can take damage (by watching the Enemy Strength Meter) and concentrate on hitting that one. Which dog is mortal and which dog is not will vary every time you encounter them. Use your sword to parry the plasma blobs the Kelbeross bark at you.



Area Guard





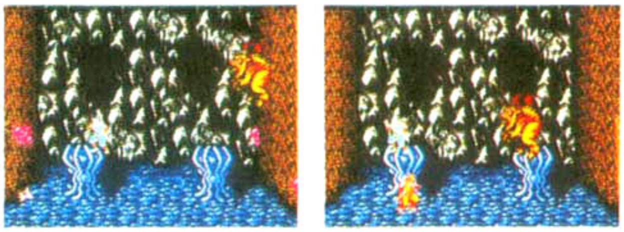
KELBEROSS

JAQUIO'S LOYAL PET

The legends say that Jaquio's pet dog, Kelbeross, once died for the cause of Darkness, but returned to his master as an evil creature twice as powerful as before. Not only was the canine given a monstrous form, but also a sort of phantom double, which although it looks real, cannot be hit. Although Ryu defeated these beasts in his first adventure, they returned from the dead once, so why not again? And can their master be far behind?

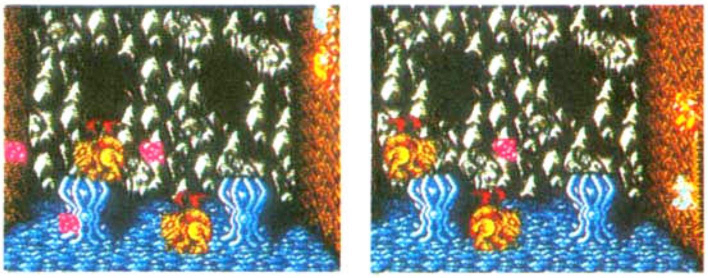
Let The Dog Out

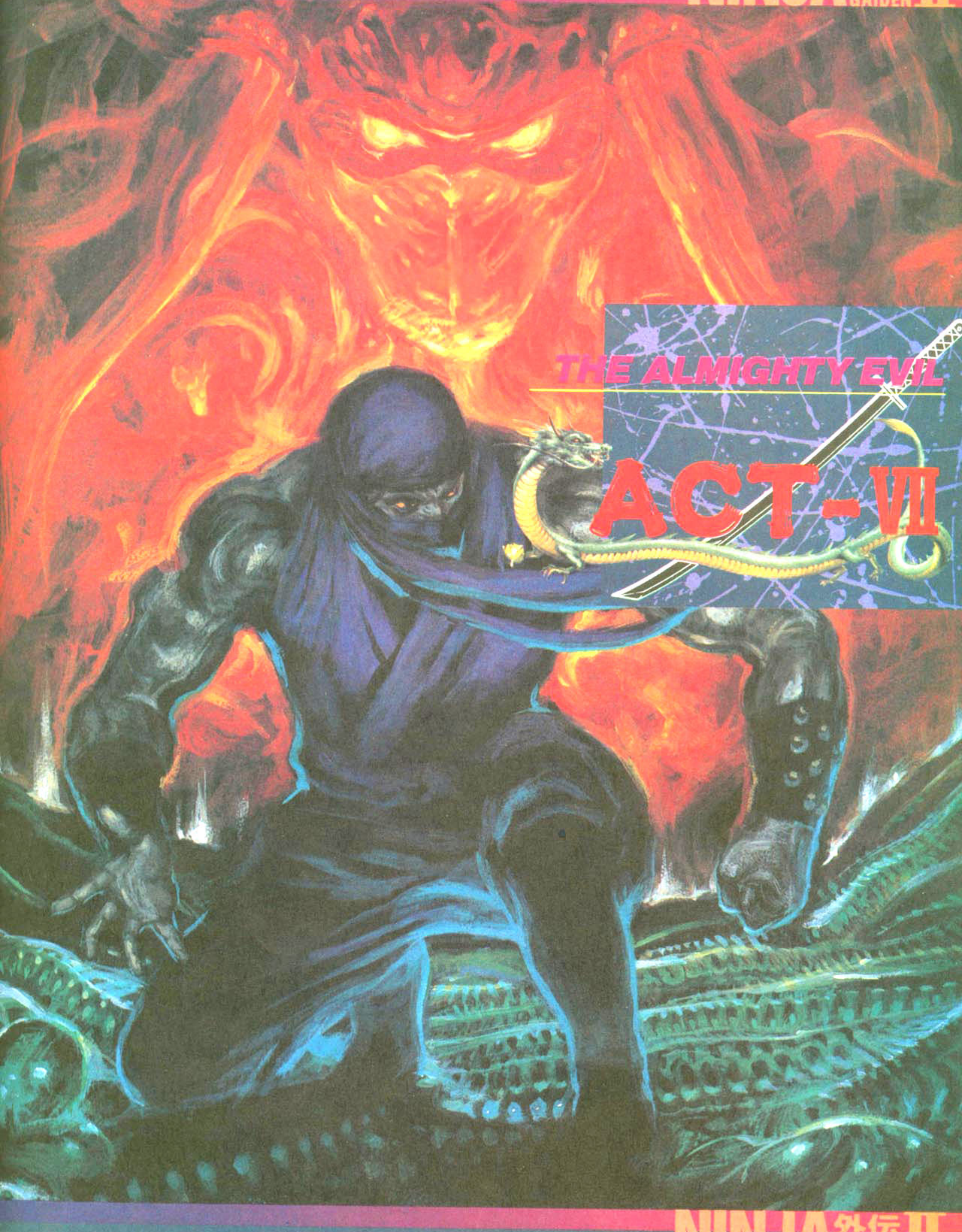
Fighting the Kelbeross can be a real pain, so get rid of one of them with a single shot. When the Invincible dog is in front of the left door, hit him with a Ninja art, and if you time it right he'll be knocked out the door, never to return!



A Safe Spot In The Kelbeross's Cage

Climb to the top of the right wall and execute the quick kick technique until you fall down to where the door is. Kneel down and the Kelbeross won't be able to hit you. Of course, you won't be able to attack them unless you have a Ninja art like the Windmill Throwing Star.



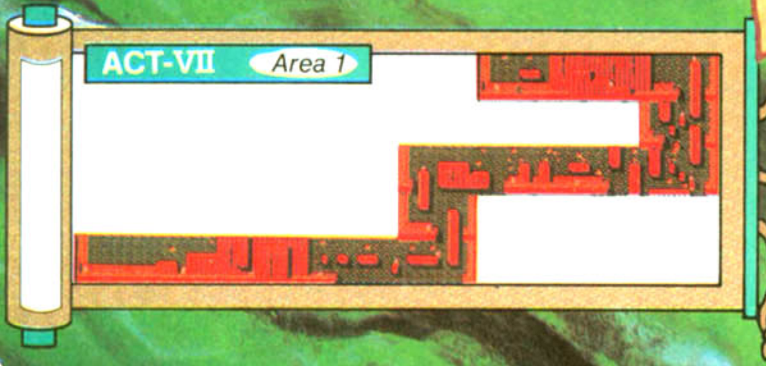


THE ALMIGHTY EVIL

ACT-VII

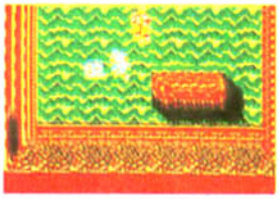
Area 1
ACT-VII

The weird and alien decor of this final fortress is stunning to human senses. Walls dripping with slime and graven snake designs bespeak the obvious evilness of the inhabitants. Upon battling his way into the castle, Ryu meets up with Robert and learns that Irene has been recaptured by the forces of Darkness. As Robert makes his final stand covering Ryu's flank, the last Dragon Ninja leaps into the fray!



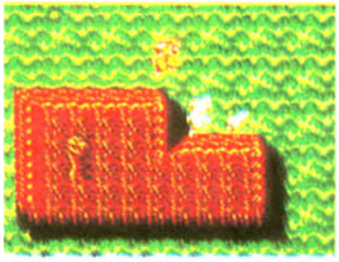
One Last 1-Up!

Fight your way onto the platform and jump from there to cut down the 1-Up. You can also climb up the left wall and reach it from the top.



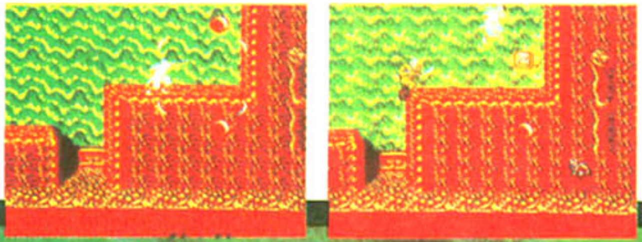
Required Reading

This may be your last chance to increase your Maximum Ninja Power. Don't miss it!



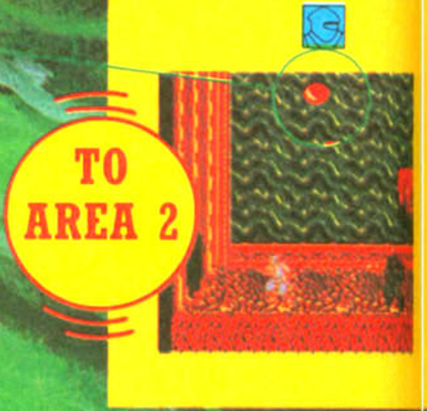
You Need This!

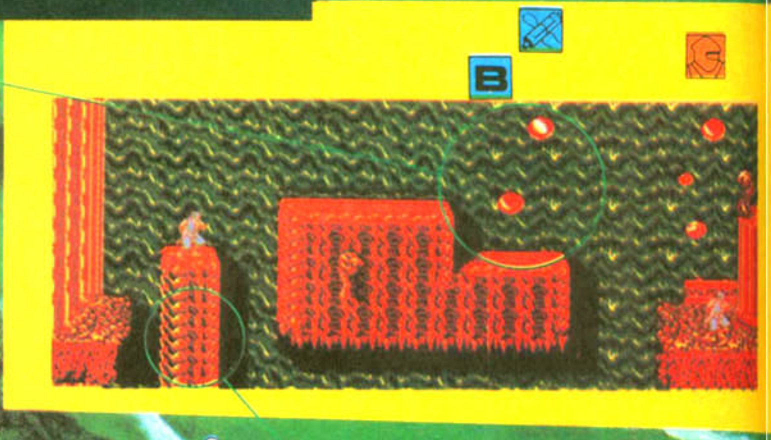
Rush up here, grab the Maximum Ninja Power-Up and turn and face your pursuers.

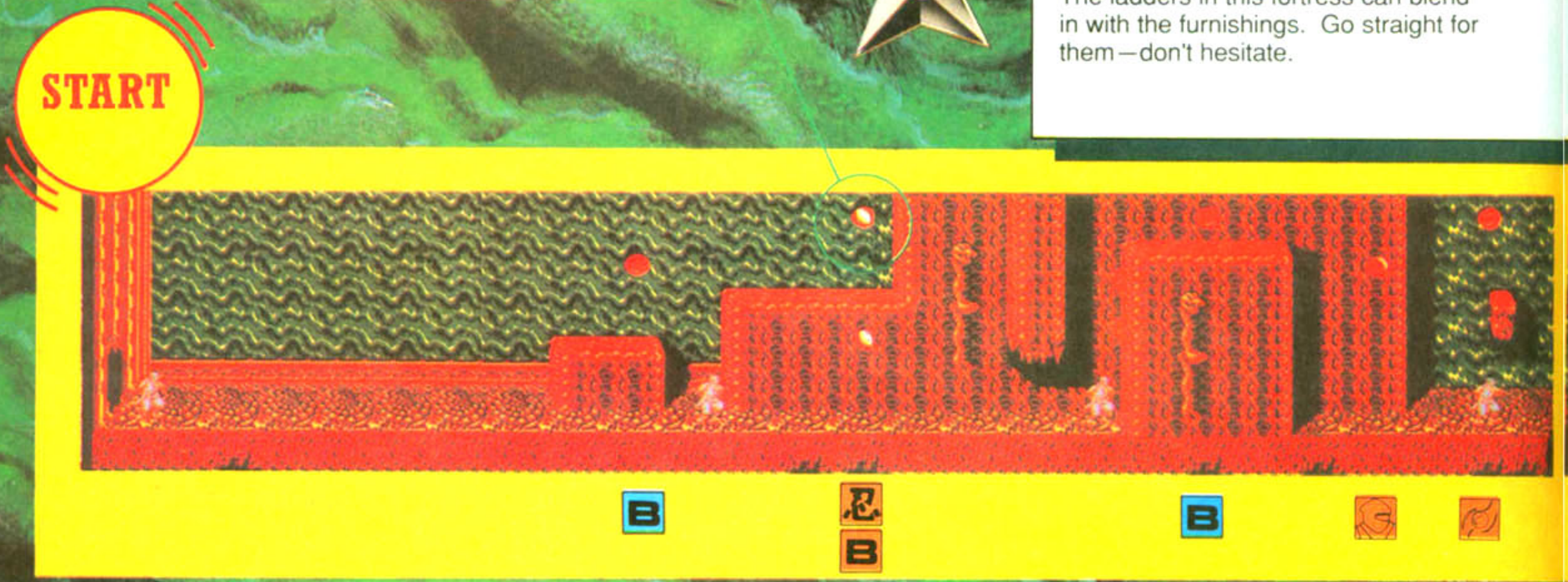


Camouflaged Ladders

The ladders in this fortress can blend in with the furnishings. Go straight for them—don't hesitate.

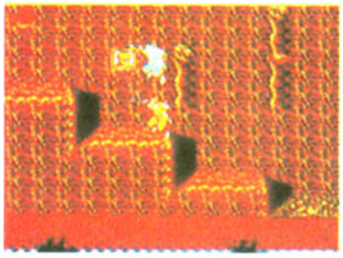






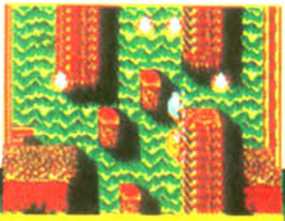
Don't Give Up The Ghost

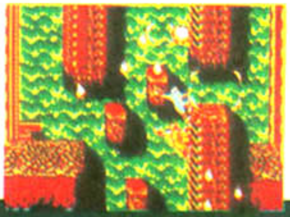
You'll want to have a lot of allies before you advance, so if you don't have your quota of ghosts, get the Body Splitting Power here.

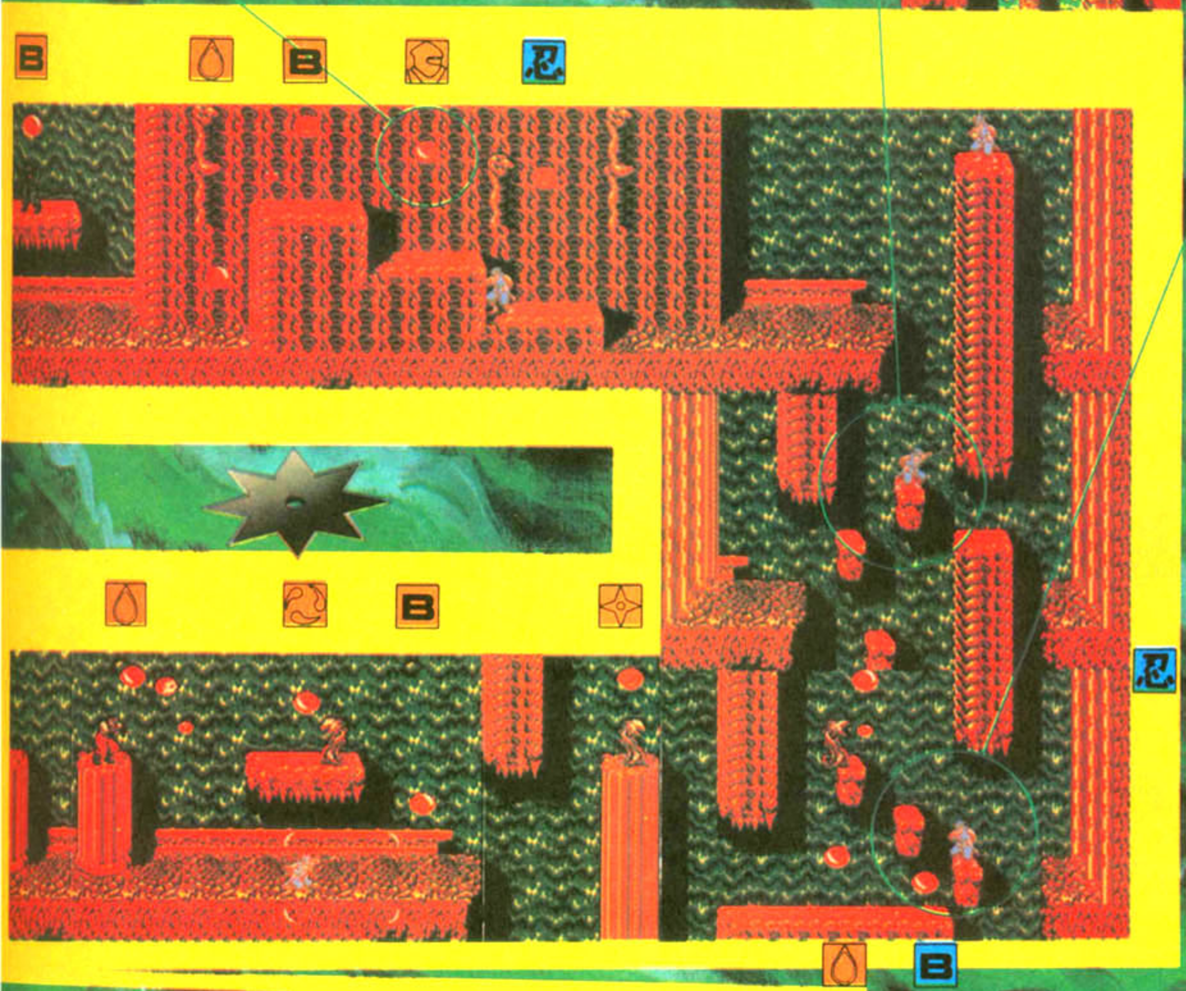


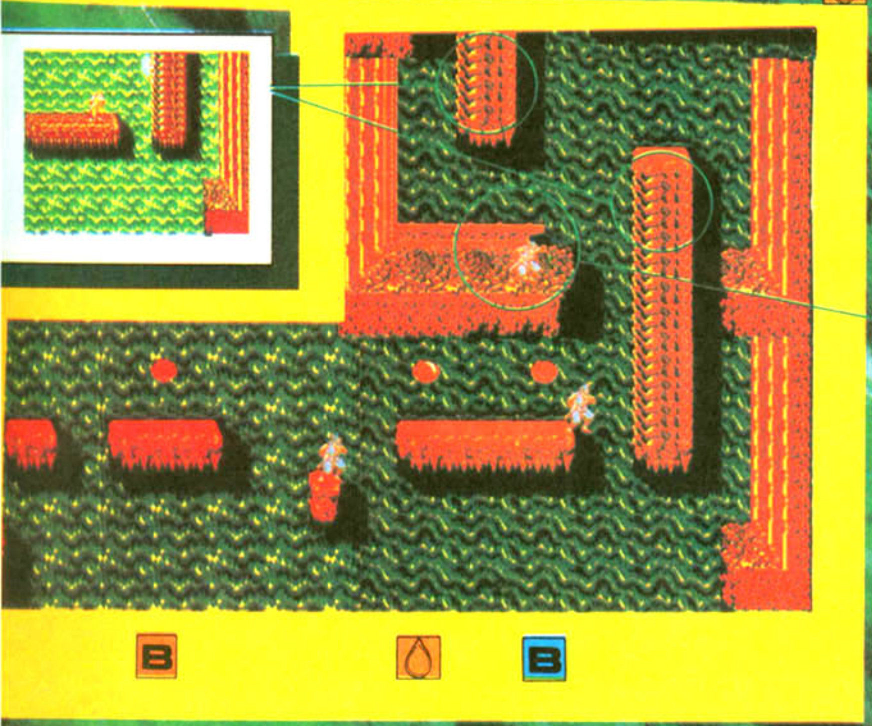
Fight Fire With Fire

Use an art to snuff out the Wisps, clearing your path to the ladder. One of the Wisps will regenerate quickly, so you may have to deal with it using your sword a few times before you reach the ladder.



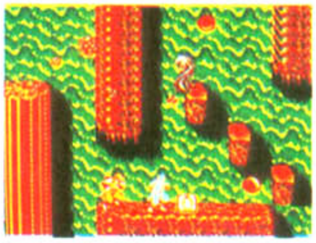


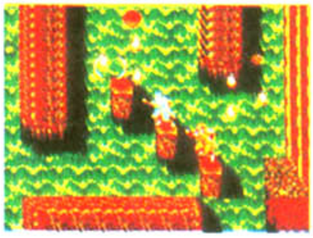




Bounding Brains

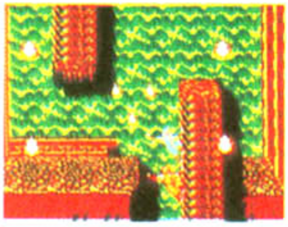
With a fast Psychic Brain on the left and a Fire Snake guarding above, you almost have to use an art to get through here without taking a hit. Use either the Art Of The Fire Wheel or the Invincible Fire Wheel to blow them away before you proceed.

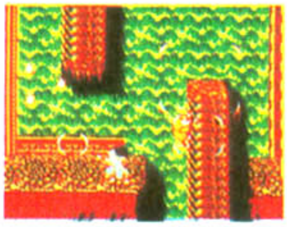




Wild Will-O-Wisps

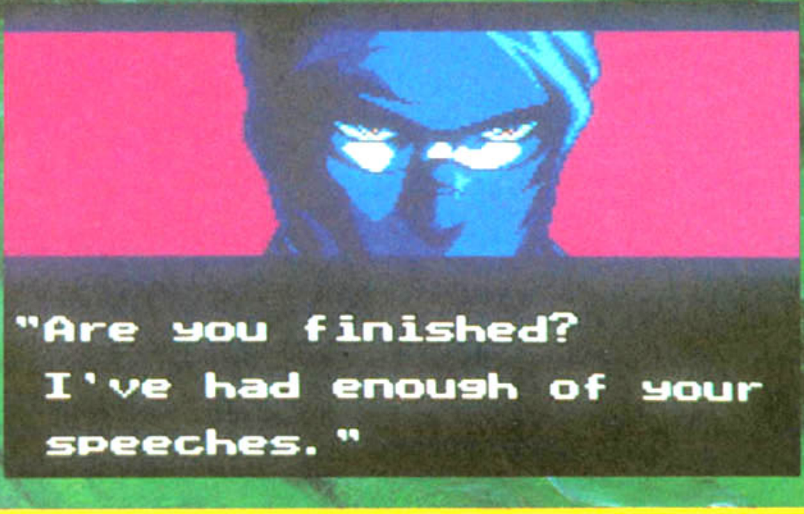
Don't pass up the Art Of The Fire Wheel, but use it on these fireballs. These Wisps move quicker than the ones you've met before, so you'll have to move quicker too!



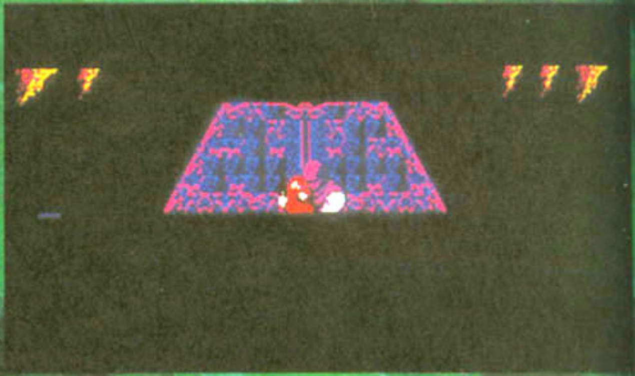


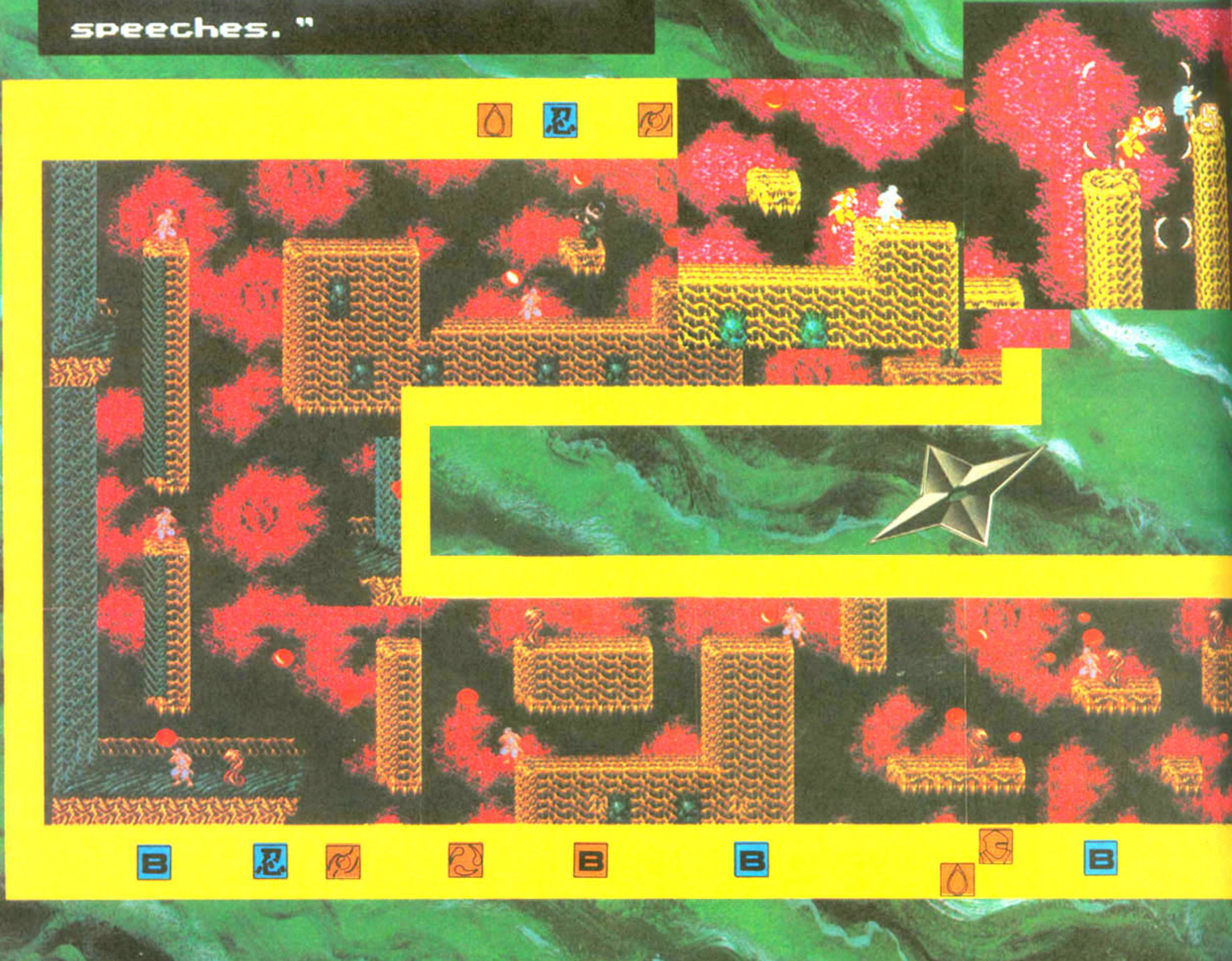
Area 2
ACT-VII

This really is the heart of the fortress, judging from the pulsating organs displayed on the walls... Ryu's adventure is almost done, and he will finally meet the real mastermind behind Ashtar and the Dark Sword Of Chaos. You're on your own in this last scene, and you'll have to use every Ninja skill at your disposal to make it to the end. Will Ryu triumph again over the forces of Darkness? Will Irene and Robert make it through alive? Finish the game and find out for yourself!



"Are you finished?
I've had enough of your
speeches."





MOVE IT OUT, HAYABUSA!

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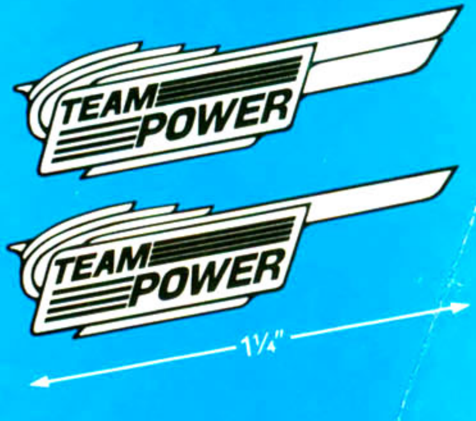

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